

ISSUE NO.
264
FEBRUARY
MAR/APR PRE-ORDER

GTM

GAME TRADE MAGAZINE



Dice Realms



Build a
kingdom with
customizable dice!

IN THIS ISSUE:

- THE *DARK PHOENIX SAGA* SOARS TO THE TABLETOP IN *MARVEL DICE MASTERS* FROM WIZKIDS!
- RPG IMMERSION MEETS ELEGANT MECHANICS IN *BARDSUNG: LEGEND OF THE ANCIENT FORGE* FROM STEAMFORGED GAMES!

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GAMES

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WORLD BENEATH THE
WAVES‡ IN YOUR OWN

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FOR THE WHOLE FAMILY§

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* Through 20 different scenarios, each building on the last!

§ Game is for one player, but is probably fun for spectators to watch!

†† Not watertight. Made of wood. Actually you shouldn't put any of the game components in water.

† Not a fantasy theme; if you haven't figured out the theme by now we don't know what to tell you.

¶ Oysters aren't actually in the game but you will encounter other marine life, including The Murky One.

‡‡ Whales not included. We tried, but they wouldn't fit in the box.

‡ via Roll-and-Write mechanics

** Do not attempt to actually enter the Bathysphere meeples.

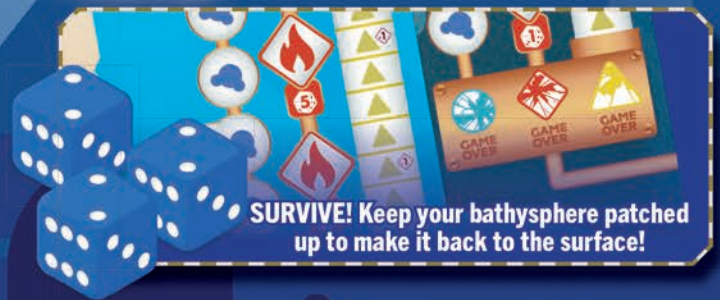
DISCOVER NEW DEPTHS OF STRATEGY AND FUN!



DIVE! Roll dice and experience 20 scenarios of depth and danger!



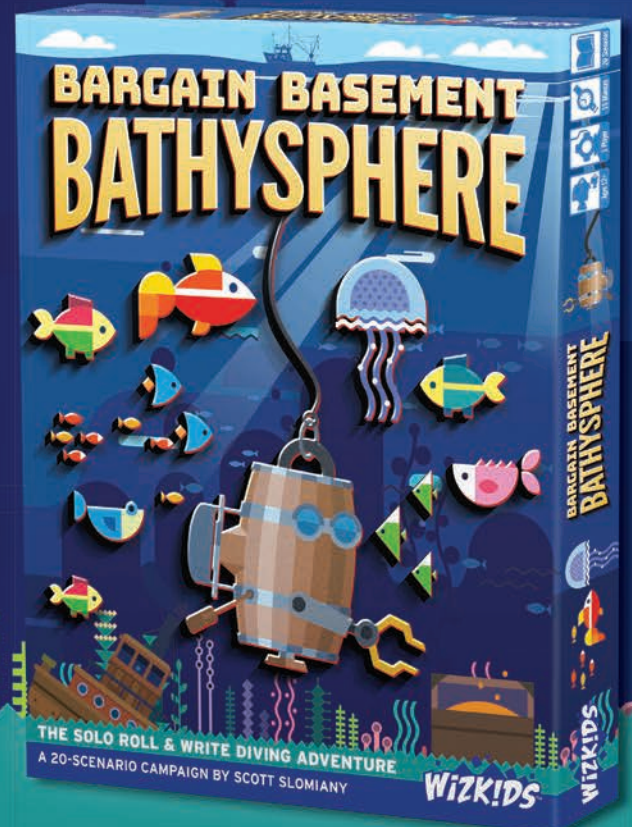
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SURVIVE! Keep your bathysphere patched up to make it back to the surface!



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Bathysphere
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MSRP: \$24.99



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1-4



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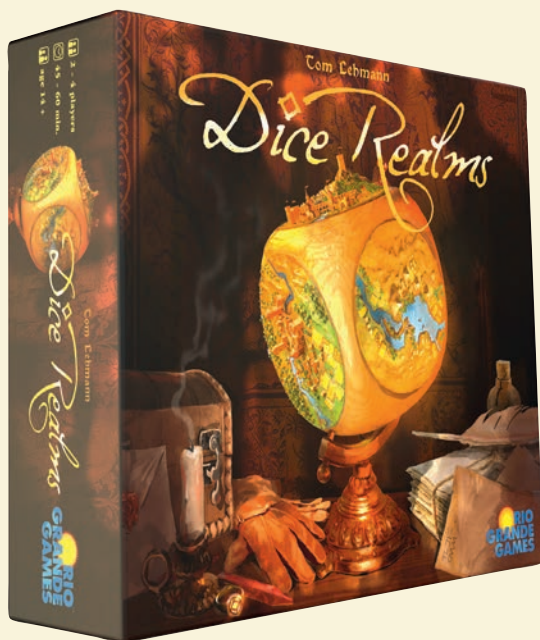
\$49.99

Learn more at TheOp.games/Cuphead



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Dice Realms

In *Dice Realms*, each player must manage and expand their resources to increase their holdings. The fate of your realm is in your hands: Will it thrive or merely survive?

by Rio Grande Games

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The Dark Phoenix Saga Dice Masters Is Awesome!

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HAPPY
LIL MINIS



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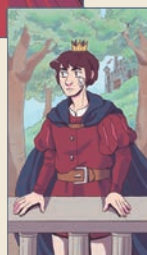
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GTM
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QUEST FOR THE FROZEN FLAME: BROKEN TUSK MOON

For generations, the Broken Tusk following has roamed their small patch of the Realm of the Mammoth Lords in relative peace. Now, to avoid annihilation from a maniacal war horde, they must flee into the unknown.

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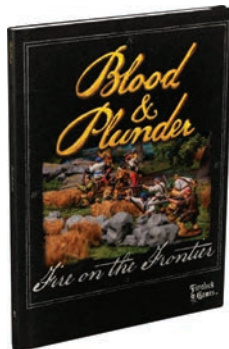
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CRYPTOZOIC
ENTERTAINMENT

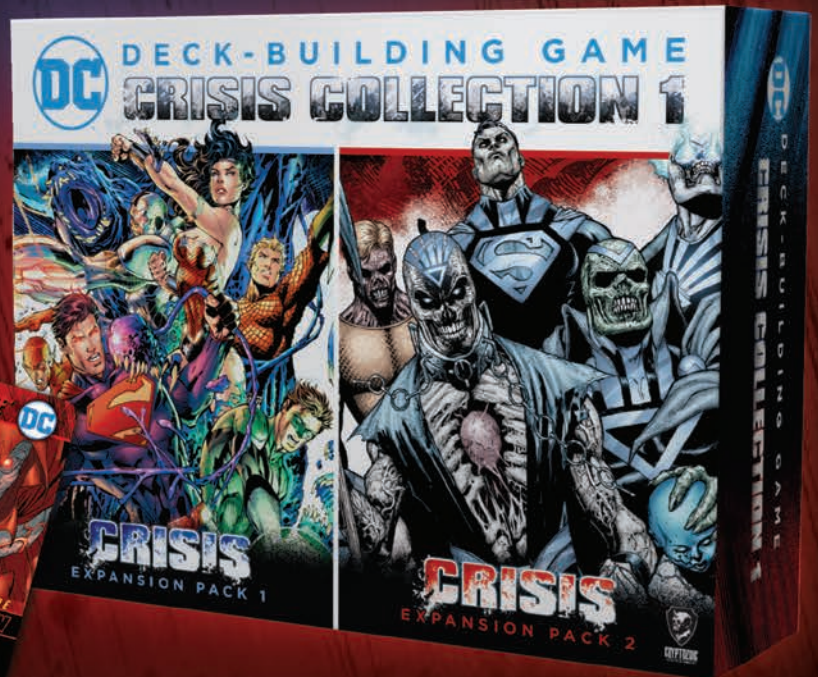


MSRP \$29.99 - Release Date Q1 2022

- Collects three Crossover Pack expansions
- **FOIL** oversized Character cards
- **Black Racer Promo Card** in every box
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MSRP \$39.99 - Release Date Q1 2022

- Collects **Crisis Expansion Pack 1** and 2
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Greetings Dear Readers!

Welcome to your February 2022 issue of *Game Trade Magazine*!

Winter is upon us in full swing and that can only mean one thing — it's time to cozy up to the table for some quality board gaming.

Now, while I'm confident you've got some great options in your library, we've *definitely* got some fantastic games for you to check out in this issue, and first up is *Dice Realms*, our February cover from Rio Grande Games!

With more than 650 different die faces, *Dice Realms* adds a whole new level of customization as you and other players compete to roll your way to victory! Build the greatest realm but watch out for the fickle roll of the Fate die!

If that's not enough dice action for you, be sure to check out *Marvel Dice Masters: The Dark Phoenix Saga*! WizKids brings perhaps the most famous X-Men storyline to your tabletop with all-new character cards and custom dice. This latest expansion is sure to delight new fans and old as they replay (or recreate) the battle to control the Phoenix Force! But, just in case you think we've gone dice crazy, (well, you wouldn't be wrong), be sure to check out the article from our friends at Steamforged Games.

Lead Designer Sherwin Williams take us behind-the-scenes of *Bardsung: Legend of the Ancient Forge*. In *Bardsung*, players will navigate labyrinthine dungeons filled with wandering monsters and valuable treasure in this first-of-its-kind offering from Steamforged.

All this and more — your February *GTM* is chock full of upcoming previews, reviews, and beyond.

Thanks for joining us for this latest issue, we're glad you're here. Be safe, stay healthy.

Game on,
JG



PUBLISHER

Alliance Game Distributors

EDITOR/ADVERTISING MANAGER

Jerome Gonyeau

ART DIRECTOR

Matt Barham

PAGEMASTER

Katie Skinner

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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GTM

10150 York Rd, Cockeysville, MD 21030
GTM@GameTradeMagazine.com

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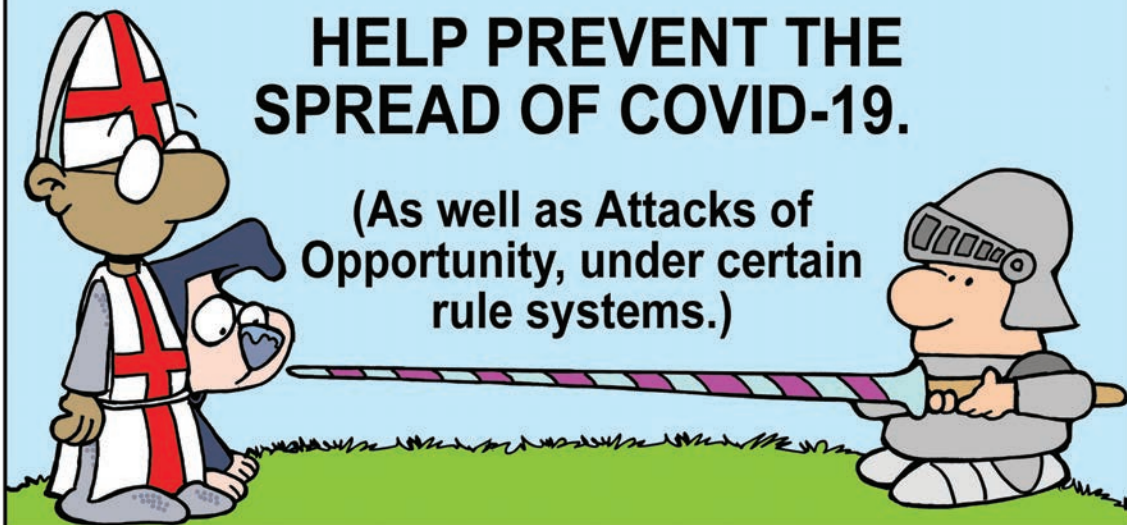
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FOR YOUR SAFETY

Please maintain a 6 ft. distance between yourself and others.

HELP PREVENT THE SPREAD OF COVID-19.

(As well as Attacks of Opportunity, under certain rule systems.)

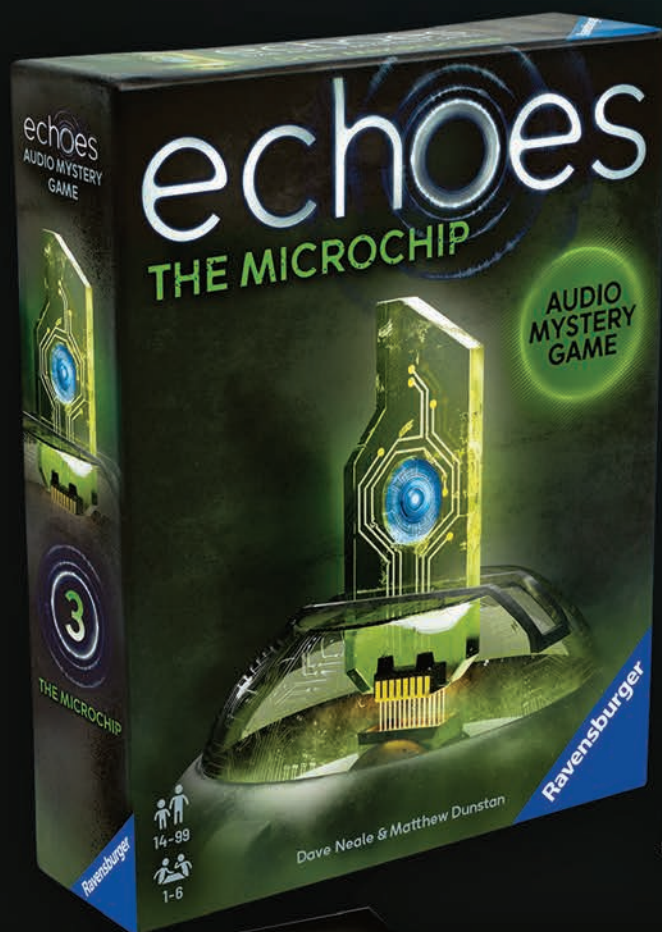


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echoes

AN AUDIO MYSTERY GAME

Solve a mystery using
spine-tingling sounds
and haunting illustrations
in this immersive new
audio mystery game.

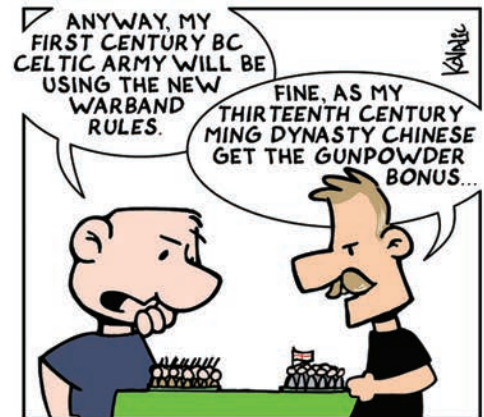


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and iOS*

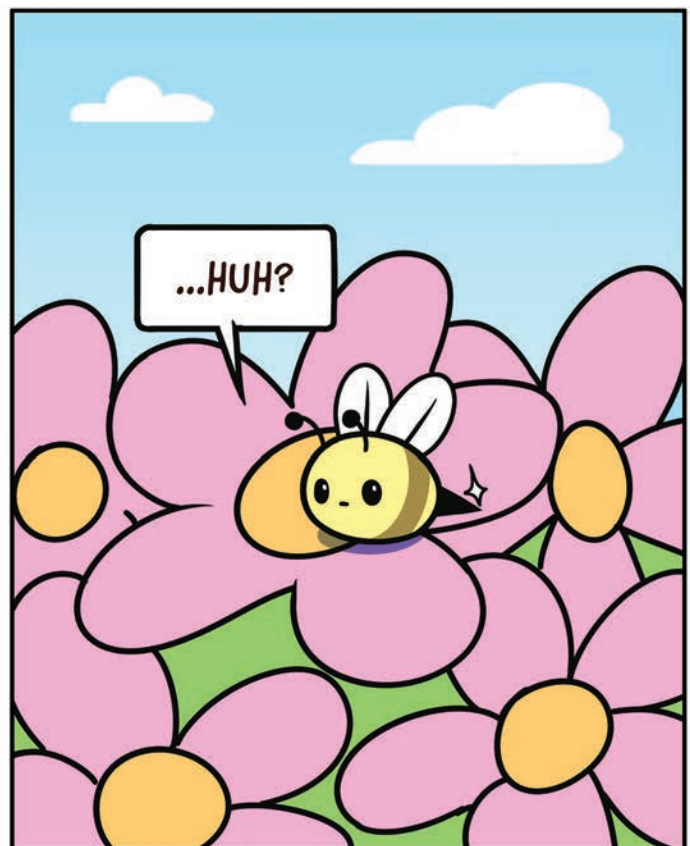
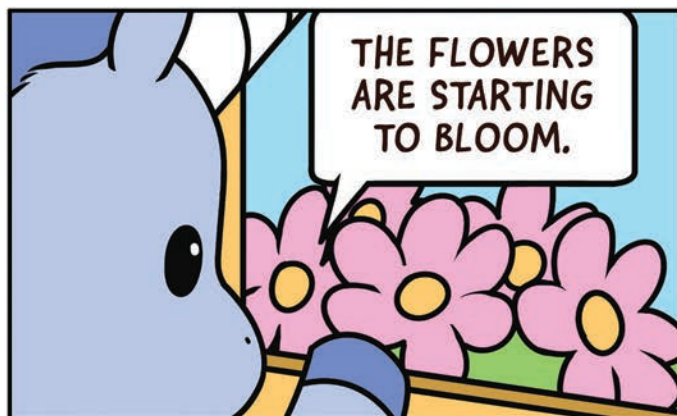
ravensburger.com

*Minimum device requirements: iPhone 6s with iOS 12.0 / Android 7.0. Compatible
with Google Play services for AR. Device compatibility check available in the echoes app.

Ravensburger



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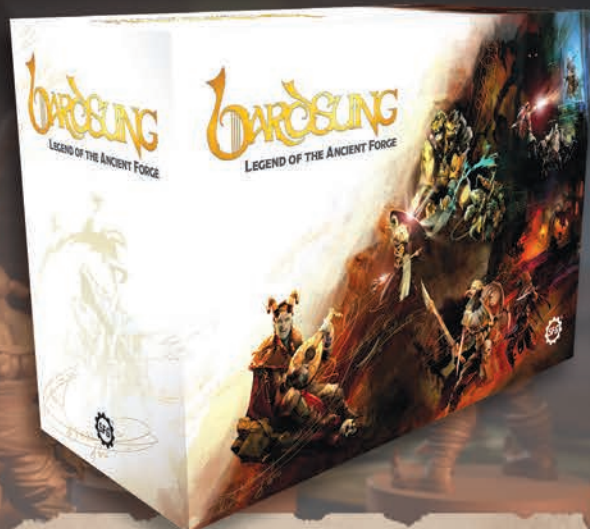
BARDSUNG

INSPIRE THE SONGS AND LIVE YOUR LEGEND!

Inspired by dungeon-crawling, roleplaying, and choose-your-own-adventure classics, **Bardsung** is a 1-5 player cooperative dungeon explorer that combines the best of all three to create a powerful new experience.

Descend into the depths of an Ancient Forge in a branching campaign lush with narrative from the legendary Rhianna Pratchett, building unique dungeons by making decisions as you explore.

Face terrible creatures in zone-based combat puzzles and level up along a classless path system to create your songworthy hero!



PACKED WITH 68 MINIATURES AND
OVER 50 HOURS OF GAMEPLAY!



COMING MARCH 2022

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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON



MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.



AUTUMN STROLL PLAYMAT
UPI 15550.....\$19.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$19.95

MORGAN LE FAY PLAYMAT
UPI 15526.....\$19.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$19.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$19.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$19.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$19.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$19.95

USAOPOLY

SPOTLIGHT ON



CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 0810720.....\$19.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO 01113449.....\$19.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO 04010595.....\$19.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO 00210103.....\$19.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 0096712.....\$19.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 0033069.....\$19.95

WIZARDS OF THE COAST

FEATURED ITEM



MAGIC THE GATHERING CCG: ARENA STARTER KIT
WOC C7512000.....\$19.95

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C7503000.....\$19.95
BUNDLE WOC C7507000.....\$19.95
COLLECTOR BOOSTER DISPLAY (12) WOC C7510000.....\$19.95
PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$19.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$19.95

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 100mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM




MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelstein. Choose one of the four unique tables and matching ballgates for something new, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!


GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!




SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!



OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!



PI OR PLEASE INQUIRE

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

Dice Realms

DICE REALMS

RGG 563 \$119.95 | Available December 2021!

Dice Realms, a new, innovative twist on “dice customization,” is the latest game from Tom Lehmann, award-winning designer of *Race for the Galaxy* and *Res Arcana*.

In *Dice Realms*, each player rules a small realm, represented by two or more customizable dice. The removable die faces allow for the strategic improvement of farming, mining, defense, upgrades, and more. Each round, the players simultaneously roll their dice to collect grain, victory points, and coins. Then, they must decide how to upgrade their die faces to improve their realms. But the players must be careful; each round, the Fate die is rolled, and fate can be fickle.

From the moment players open the box, they will see that *Dice Realms* is packed with content to provide hundreds of hours of gameplay. The game comes with 18 customizable dice with more than 650 die faces. These faces are organized and stored in three custom-designed dice trays that facilitate setup and clean-up. These trays have locking lids so that the die faces stay in place.

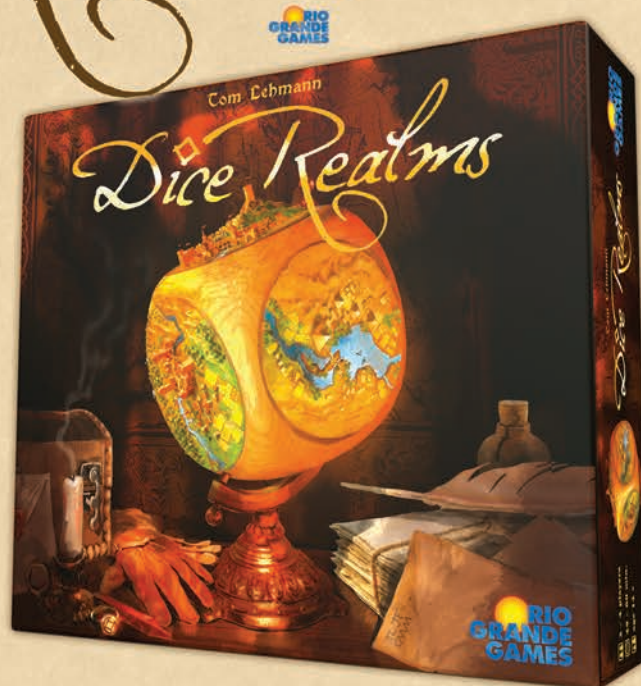
GAMEPLAY OVERVIEW

Dice Realms is easy to learn and play. During each round, players roll all their dice simultaneously. After examining the results, they collect rewards from their rolls by taking grain and victory points. Then, they can spend some of those hard-earned resources to change the faces on their dice to improve their abilities for future rolls or buy additional dice.



Fate, however, might have other plans. Additionally, during each round, one player will roll the Fate die. Its faces can affect grain collection (with good and bad harvests), provide bonus upgrades, or cause players who did not roll any defensive symbols to lose a die for the rest of that turn.

When the Fate die shows Winter (which appears on two out of six faces), each player must pay one grain for every die they have or take a misery counter for each grain they cannot pay. Each misery counter is a penalty at the end of the game.



A DECK-BUILDER BUT WITH DICE

Every game of *Dice Realms* will be different. Not only are there multiple paths to victory, but the game also contains thousands of possible game scenarios, thanks to 35 included randomizer tiles. Each game will feature five of these tiles, which add the variety of a “deck builder” to *Dice Realms*’s core of improvement and expansion, keeping each game fresh and exciting.

The rules for *Dice Realms* include 15 pre-designed tile sets for players to explore, including one that is recommended for while learning the game. Tiles may also be chosen randomly for a unique experience.



Some tiles add a single new face, like Diplomat, Patron, or Monument. Other tiles add an upgradable line of 3 faces which adds new strategies to the game. For example, the Cattle line of faces interacts with each other, potentially generating vast quantities of grain, coins, and points if you roll several Cattle faces at once.

A few tiles alter the Fate die — which is also a customizable die. The Dying Sun, for example, removes the possibility of a good harvest and adds a third winter face. This makes grain even more valuable.

Some tiles allow players to attack each other. Attack tiles can be included for players who enjoy more direct interaction in their games.



These tiles are recommended after the players have some experience with the game. They may easily be removed if a group prefers a more friendly game.

MY REALM FOR A DIE (OR THREE)

The main attraction in *Dice Realms* is the dice themselves. Who can resist the feel of the dice and the excitement that comes with every roll? Each player's realm is represented by customizable dice. These custom dice are big and chunky, with faces that pop in and out "Lego-style." Tools are provided to make changing the die faces quick and easy.

Of course, dice are random, and you rarely get the exact roll you want. *Dice Realms* gives players several ways to manage these risks: a free reroll of one die every turn, plus reroll and set-a-die tokens that players can acquire during the game.

ONWARD OR UPWARD?

Like all great leaders throughout history, players must make some tough decisions in order to get ahead. For example, should they expand their realm upward (via upgrades to more powerful faces) or outward (by gaining more dice)? How should they balance the various options of upgrades?

Each die that the player starts the game has very limited ability. These basic faces focus on the game's central production systems (food, money, victory points, or additional upgrade possibilities.) These basic "one-dot" dice faces start on each of the basic dice at the beginning of the game. These faces can be upgraded to "two-dot" faces, which provide better benefits when rolled. The most powerful upgrades in the game are the "four-dot" faces, which give players substantial payouts each time they appear.

The game continues until one type of resource (either victory chips, grain, or misery counters) runs out. Additional chips are available to ensure that everyone has the opportunity to earn extra points or gain even more misery!

Players total their victory chips and misery, plus one or two points for every two- or four-dot face on their dice. (Even if a player never rolls an improved die face, it still counts toward victory.) The player with the highest score wins!

FAMILIAR CONCEPTS

Dice Realms takes many elements of the deck-building genre and combines them with engine-building optimization. As a result, fans of games like *Dominion* and *Race for the Galaxy* will immediately feel at home when they play *Dice Realms* for the first time.

Tom has designed several previous dice games: *To Court the King*, *Club*, and *Favor of the Pharaoh*. He says, "*Dice Realms* is my love letter to dice-rolling fun. It captures the wonderful tactile feel of rolling dice and adds upgrading their die faces. I love watching players play *Dice Realms*. As they start popping in and out die faces, I see them starting to grin. Then, we give players ways to mitigate the luck of rolling dice by investing in reroll and set-a-die tokens and layer all this on top of a game of expansion, growth, and feeding your people. Beware, Winter is coming!"

Players familiar with other games from Tom Lehmann will recognize the classic characteristics of his designs. Several years in the making, *Dice Realms* has been developed and balanced across hundreds of plays. Easy rules but difficult decisions await players in this unique game. See for yourself why *Dice Realms* is one of the most anticipated games of 2022!

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MARVEL THE DARK PHOENIX SAGA

DICE MASTERS

IS AWESOME! WIZKIDS

MARVEL DICE MASTERS: THE DARK PHOENIX SAGA

WZK 74096 \$79.92 | Available March 2022!

The *Marvel Dice Masters: Dark Phoenix Saga* set is on its way! This set is poised to bring dice-rolling, superhero fans even MORE exceptional *Dice Masters* tabletop game play enjoyment, reviving some beloved game play of the past!

Whether you're a long-time fan of *Dice Masters*, fan of collecting superhero games, or a lover of the X-Men coming to the game for the very first time, the *Dark Phoenix Saga* set has something for everyone...

ALL YOUR FAVOURITE X-MEN CHARACTERS TO COLLECT & PLAY

This is the must-have set for X-Men fans, overflowing with your favorite heroes and villains to collect & play. All the tabletop joy of re-enacting your favorite battles from beloved X-Men comic books, cartoons, and movies all in one set.

The *Dark Phoenix Saga* set gives you all you need to create awesome teams to play with. As you collect, you'll be able to bring together the founding members of the X-Men, create a nefarious alliance between the villainous forces of the Hellfire Club and the Brotherhood of Evil Mutants, or take to the stars and skirmish with the forces of grand intergalactic empires like the Shi'ar.



The set is full of stand-out cards, and for the first-time players will discover exciting new keywords and mechanics to explore too. Gather the founding Five members of the X-Men to discover combos & interactions unique to the original line up or seek team synergy with the introduction of Loyalty Tokens, which will allow you to scale the power of your early purchases for a big winning push later on. With all the different approaches available in set to make the most of these effects you'll find hours of entertainment as you experiment with different combinations and learn the best ways to optimize these effects for the win.





& shine to their *Dice Masters* collection. You'll want to collect all characters you love to play and bring an added element of flair to your games.

AND, as if that wasn't enough, the set includes some stunning, limited edition full art cards, which look great and allow you to further appreciate the outstanding artwork on display.

Long-standing *Dice Masters* fans will also find some new twists on some old favorites too, with some of the most popular game effects in the history of *Dice Masters* returning in new and interesting ways to enjoy. Not only that, but the *Dark Phoenix Saga* set is fully compatible with all previous *Dice Masters* releases, providing a wealth of game play opportunity for all player types. Mix & match your teams with cards from your favourite *X-Men* themed sets, or let your imagination go wild and create compelling, mixed teams from across the entire catalogue of *Dice Masters* releases.

IT'S BREATHTAKINGLY BEAUTIFUL

As you collect all your favourite characters, you'll discover that the *Dark Phoenix Saga* set features art from the finest artistic talent working in Marvel comic books today.



The carefully curated artwork draws inspiration from some of the most popular *X-Men* storylines ever and will give fans an immersive visual experience to enjoy. This set is sure to catch the eye of collectible tabletop gamers, comic book fans, and trading card collectors alike.

In addition, each card in the set will also be available in a foil variant, giving players the opportunity to bring even more sparkle



Dice Masters has never looked so good!

PICK UP & PLAY

The *Dark Phoenix Saga* set is sold as Draft Packs, putting you in a position to get playing instantly. Gather your friends at your Friendly Local Gaming Store, grab a pack each, and get drafting some *Dice Masters*. It's as easy as that.

Every pack will bring a fresh *Dice Masters* experience each time you start up a new draft. There's a broad range of game effects and combos to explore, and the format will see you crafting a different team each time you play. Each and every draft match you play will likely be a match up you have never seen before.

Some cards even have unique effects that have special relevance in the draft format...

The draft format will provide untold hours of game play fun, engaging players in a creative team building challenge with limited options then the chance to test out your efforts straight away.

Pre-Order *Marvel Dice Masters: The Dark Phoenix Saga* from your distributor today!





Love Letter™

PRINCESS PRINCESS

Ever After



LOVE LETTER: PRINCESS PRINCESS EVER AFTER

RGS 02250 \$21.99 | Available Now!

Embark on an adventure in a fairy tale land like no other, where friendships are formed along the way to living happily ever after. From Celeste the Unicorn and Prince Vladric to Princess Sadie and Oliver the Dragon, who will be the perfect ally to deliver your letter to Princess Isadora?

Based on the popular microgame *Love Letter* and Kay O'Neil's award-winning graphic novel, *Love Letter: Princess Princess Ever After* from Renegade Game Studios offers players a fast-paced and immersive game of deduction and hand management in an enchanting world full of palace librarians, royal advisors, dragons, spies, and ogres.

Designed by Senji Kanai, *Love Letter* is the game that launched the microgame craze nearly a decade ago: small, single-deck games made up of approximately 16 cards that provide simple yet strategic play. Heralded by veteran gamers and casual gamers alike, *Love Letter* has been printed in several languages and re-themed many times over, from *Love Letter: Batman* to *Love Letter: The Hobbit*.



So, if you play a Palace Librarian, then you'll choose another player and secretly compare your hands; the player with the lowest card is eliminated from the round. Or perhaps you've opted to play Prince Vladric, which allows you to choose a player (including yourself) to discard their hand and draw a new card.

Play continues until only one player remains in the round; that player earns a favor token. If more than one player remains after all cards have been played, then the player with the highest numbered card earns the favor token for the round.

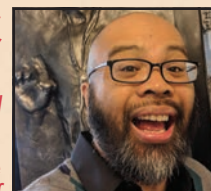
Depending on the number of players, the winner is the first to acquire the set number of favor tokens. They have successfully sent their letter to Princess Isadora and win the game!

With its easy-to-learn rule-set, beautiful illustrations, and quick gameplay, *Love Letter: Princess Princess Ever After* is the perfect title to introduce new players to the hobby. It's also a terrific game for more experienced players to enjoy between more complicated games.

Love Letter: Princess Princess Ever After features 21 tarot-sized cards illustrated by Wendy Xu with box art by Kay O'Neil. The game includes 13 acrylic scoring tokens and six reference cards and can be played by 2-6 players in about 20 minutes.

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Ruel Gaviola is the co-host of The R&R Show with Richard "Rahdo" Ham and Good Lookin' Kickstarters with Becca Scott. His written, audio, video, and livestream work has been featured on The Dice Tower, Good Time Society, Board-GameGeek TV, Roll20, Geek & Sundry, Game Trade Magazine, and more. He is co-founder of the Tabletop Live Network and serves on the Board of Directors for the Tabletop Writers Guild and the American Tabletop Awards. Connect with him on Twitter @RuelGaviola or ruelgaviola.com.



With Kay O'Neil's *Princess Princess Ever After*, *Love Letter* delves into a new and exciting universe featuring diverse and inclusive characters while maintaining the quick and streamlined game play of the original.

Each player begins with a random character card numbered 0-9, with each having a unique ability. On their turn a player draws a card then plays one of the two cards they have in their hand. They resolve the effect of the character immediately, then the next player takes their turn.



ART DECKO

A DECK BUILDING GAME OF ART COLLECTING

*For some, collecting fine art is a hobby.
For a select few, it's a cutthroat world of
buying, selling, and manipulating the
market. Can you stay one step ahead
of the other collectors and build
the most valuable collection?*



Art Decko is an artistic new take on deck building. The paintings are beautiful (and expensive) but can become more valuable as the game continues. Showing a painting in a museum increases the value of all works in that genre. All of the players who hold that type of painting benefit, but who benefits most? Players face difficult decisions on every turn. Is beauty truly in the eye of the beholder when there is profit to be made with every potential move? Play **Art Decko** and see for yourself.

Game features:

- 15 pieces of original, gallery-quality art in five different genres from Lauren Brown, Alex Eckman-Lawn, Kwanchai Moriya, Heather Vaughn, and Alison Parks.
- Unique Starting decks with asymmetrical player powers.
- Innovative deck building mechanic that replicates amassing an art collection and increasing its value.
- Modular bonus tiles vary end-game scoring, adding to the replayability of the game
- Buying art, exhibiting at museums, and amassing currency all affect the market values of paintings and gold. Players must be willing to adapt their strategies during the game in order to succeed.

Available Now!
www.RioGrandeGames.com



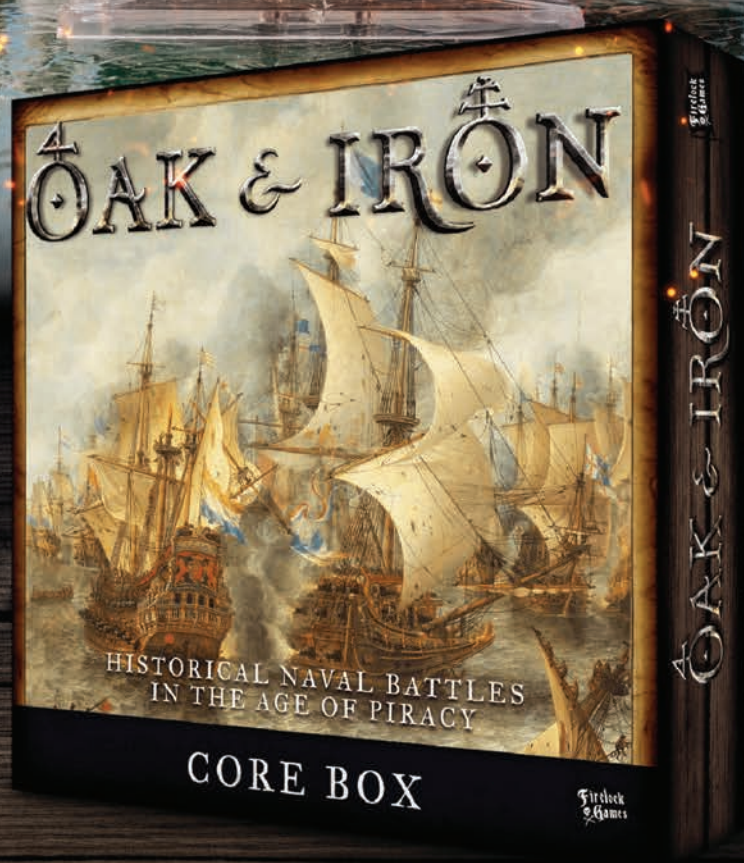
OAK & IRON

HISTORICAL NAVAL BATTLES IN THE AGE OF PIRACY



Oak & Iron is a 1/600th scale naval game set in the age of piracy, imperial expansion, and above all - fighting sail. It allows players to recreate battles between squadrons and small fleets of armed sailing ships. The game is designed to be true to the theme and tactics of the period while supplying significant flavor for the various factions. This is the starting point for *Oak & Iron*, everything needed to play is in this box!

Everything needed to play is included in core box



EXPAND YOUR FLEET

www.firelockgames.com/oakandiron

Blood & Plunder

Fire on the Frontier

By Joseph Forster

The year is 1675 and towns and villages burn across the New England Frontier. Longstanding tensions have exploded into open war between the New England Colonies and the Native American alliance under King Philip! The war is bloody, brutal and personal for both the Native Americans and the Colonists. Expand your games of **Blood & Plunder** into New England and Canada as **Blood & Plunder: Fire on the Frontier** brings the early North American Colonial wars of King Philip's War and King William's War alive on your tabletop. Available now, the new softcover **Fire on the Frontier** book and accompanying expanded line of 28mm miniatures adds new factions, commanders, characters, fortifications and scenarios to the world of **Blood & Plunder**.

Fire on the Frontier digs deep into the history of these two wars, presenting rich narrative overviews of the conflicts and then letting you play as the English, French or various Native Tribes, fighting for survival and for control of the future of North America. In King Philip's War you can play as the New England Militia, untrained and unprepared for a war of this magnitude but determined to preserve and expand their way of life. Or you can play King Philip himself, leading a fearless band of young braves on devastating raids against towns and villages across New England. You can feel the personal and desperate nature of the raiding war while playing as the New England Village Garrison, struggling to save your village from vengeful raiders in the King Philip's and King William's War. As the timeline moves into the sprawling conflict known as King William's War, players can explore the French approach to frontier warfare, fighting alongside their Native allies against the English and Iroquois. New Privateer factions expand the game at sea as nations fight to cripple enemies' coastline economies.

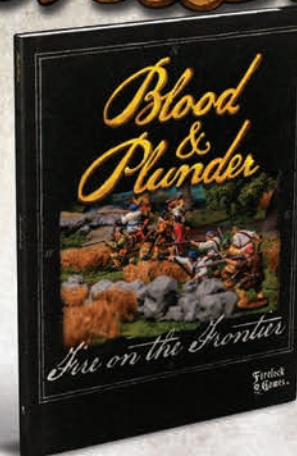
Blood & Plunder: Fire on the Frontier includes 16 new unique factions, 27 commanders and characters, and six entirely new units! Three new Native American units reflect the increased interaction with European peoples while the French add a professional soldier, sent from the Old World as the New World becomes part of the larger world conflict of the Nine Years War. The English gain a new nearly-professional Provincial unit to help them fight their battles against both French and Native Americans. Units needed to play these factions include models from Firelock's established 28mm metal line & brand new high quality resin models.

To more accurately represent the battles and skirmishes fought across vast and lightly populated land of 17th century North America, **Fire on the Frontier** presents a whole new expanded line of fortification options for **Blood & Plunder**, providing entirely new and exciting ways of playing the game. With a chapter full of stone, wood, and earthwork defensive structures, **Fire on the Frontier** brings new possibilities to Natives, Colonies and Pirates throughout the world of **Blood & Plunder**.

To further bring the history to life, **Fire on the Frontier** includes several historical scenarios representing both battles from King Philip's War and King William's War. Scenarios range from the fiery Great Swamp Fight of 1675 to the frigid Battle of Hudson's Bay in 1697. The book also includes 2 new land scenarios representing the favored tactics of ambush and raids used in these early days of frontier warfare.

Available now and domestically produced, **Blood & Plunder: Fire on the Frontier** presents history and game-play in an integrated way. Pick up the softcover book or a PDF copy and some new supplementary models today to start battling across the burning frontier of late 17th century North America.

Fire on the Frontier is an expansion and a copy of the core **Blood & Plunder** rulebook is needed to play. **Fire on the Frontier** also builds on the **No Peace Beyond the Line** expansion and access to either that book or the free Firelock Games online **Blood & Plunder** Force Builder is recommended to fully enjoy this expansion.



TOKYO SIDEKICK

東京サイドキック



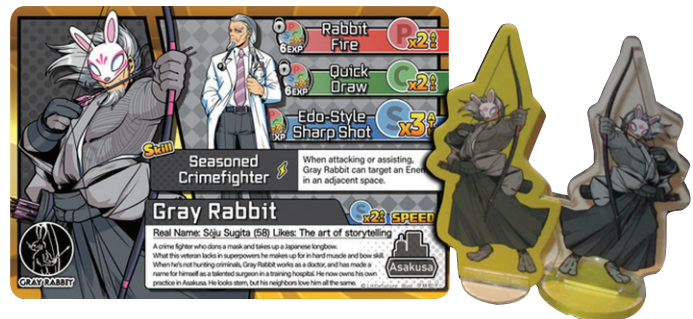
TOKYO SIDEKICK

GGD JPG255 PI | Available February 2022!

One of Japanime Games' biggest projects to date, and winner of the prestigious Tokyo Game Market Award, drops in 2022 — *Tokyo Sidekick*! A unique hybrid of western superhero action and anime tropes — reminiscent of *My Hero Academia* — *Tokyo Sidekick* is one of the company's most ambitious projects to date.

"Bringing Japan to You" is Japanime Games' mission, and *Tokyo Sidekick* lets you explore the wards of Tokyo from Shibuya to Nerima, Koto to Nakaro — beautifully presented in an aerial map displaying the entire city lit up at night. Each ward plays an important role in the game — with heroes and villains who call specific wards their home turf, and various incidents that arise over the course of the game which need to be tackled and resolved in order to perform heroic deeds and reduce the city's Destruction Level!

Tokyo Sidekick has a deck-builder element to it, as well, continuing Japanime Games' long tradition of deck-builders like previous hits *Tanto Cuore*, *Dynamite Nurse*, *Heart of Crown*, and more. In *Tokyo Sidekick*, the deck-builder aspect comes into play with each hero's specific abilities. Your deck is made up of power, speed, and concentration cards — as well as damage cards you'll accrue as your hero gets into super-powered fights! But there are other cards as well — heroes and sidekicks have special powers, abilities, and gadgets which they unlock as you level them up — so there's a constant curve of advancement as the game progresses.



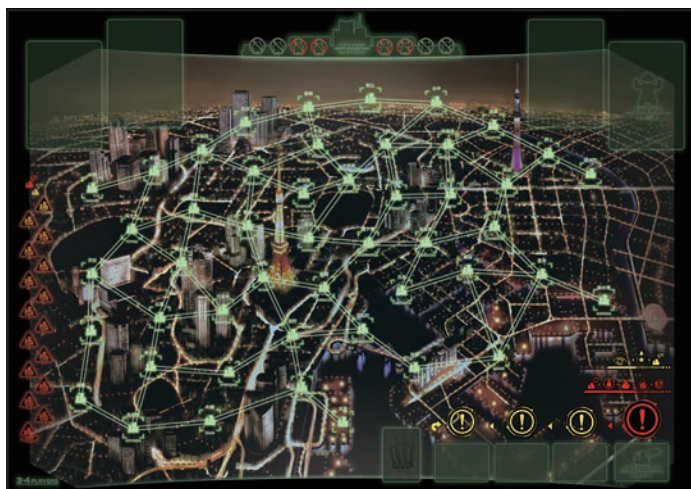
villains called Nemeses! *Tokyo Sidekick* is a truly challenging experience and you definitely won't beat it on your first playthrough — but that's part of the charm. Every time you set up the game, things progress differently — new Crises to resolve, new villains to defeat, new synergies between Hero and Sidekicks to discover, you'll always encounter new ways to play and new gameplay strategies to test out.

Tokyo Sidekick features over 40 superheroes, sidekicks, villains, supervillains, and nemeses, giving players the pick of the litter in which characters they want to play, which villains they encounter, and more — the game is truly replayable, a unique and extensive board game experience like nothing you've seen before!

Each hero focuses on one aspect of the deck — speed, power, or concentration, and gets bonuses when performing actions or attacks. During each turn, you have an opportunity to purchase cards to add to your deck — similar to many deck-builder games. Speed heroes get a bonus when playing Speed cards, Power heroes get a bonus to playing Power cards, etc. Every time a Hero moves to resolve an Incident on the map, that Incident requires a certain type of action in order to resolve it and remove it.

These actions are accomplished by playing cards from your hand, so for instance if you're trying to resolve the *Overtaken Oil Tanker* — a Crisis which crops up in Meguro Ward, it requires two Speed actions to resolve — if you have two Speed cards in your hand, or if you have a Speed type Hero who can give bonus Speed actions, you can take care of the Incident immediately! If you let Incidents linger too long without being resolved, however, Tokyo gets one step closer to Destruction, and the Destruction track on the board advances every turn based on how many active Incidents there are, how many Villains are running amok, and other factors. It becomes a race against time for your Hero and Sidekick, as well as any other Players, to prioritize, coordinate, and effectively fight back to save the city!

Tokyo Sidekick is on sale February 2022 — players can also look forward to upcoming Acrylic Standees, Scenario Packs and other expansions to take the gameplay experience even further.



Speaking of progression, the game is far from easy to beat! The game gradually gets harder as crisis after crisis arises in Tokyo, villains wreak havoc and then — if enough of them have been defeated — supervillains start to take over, and then... even more powerful

ARMIES & LEGIONS & HORDES

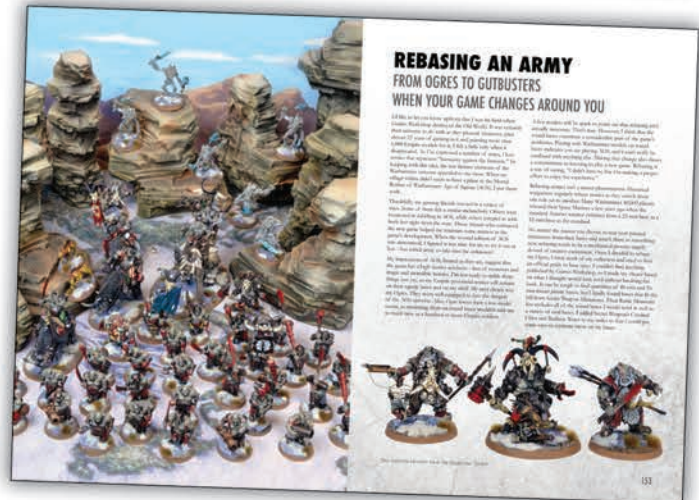
A BOOK ABOUT PAINTING
WARGAMING COLLECTIONS,
BY DAVE TAYLOR

10,000 miniatures and more! That's how many wargaming models Dave Taylor has painted over the last 30 years. That's dozens of armies, for some of the most popular wargames systems (and some of the most obscure, too!) During that time, Dave has had a LOT of conversations with other wargamers about the "what", "why", and "how" for such large projects. In this 176-page, hardback book, he compiles three decades of knowledge about completing wargaming armies on a regular basis, covering the following themes in detail:

- INSPIRATION • AIMS & EXPECTATIONS •
- PLANNING • MOTIVATION •

To illustrate his points, Dave has also included detailed photographs of a dozen of his more popular projects, including: the Genswick 33rd Rifles, his Warlord Titan, and his Ogor Mawtribes army.

AVAILABLE NOW
\$50 MSRP



BONFIRE

TREES & CREATURES

ERWEITERUNG



BONFIRE: TREES & CREATURES

PSD 55142G \$39.99 | Available Q4 2021!

The magical bonfires have died out, the ancient cities are abandoned, and the world has sunk into twilight. The Guardians of Light have withdrawn to distant islands, waiting for those who prove worthy to banish the darkness. It is up to you to prepare the path for the Guardians to return and ignite the bonfires, shining bright light across the land.

With the new *Bonfire: Trees and Creatures* expansion, players can return to the world of Asperia and discover its new inhabitants, showcased in gorgeous new illustrations from Dennis Lohausen. Three different modules and components for adding a fifth player will expand your experience with this exciting strategic game from renowned designer Stefan Feld.

THE ANCIENT TREES

The first delicate blossoms on the withered branches of the ancient trees begin to appear, given new strength from the aura of the Guardians. These ancient trees extend the forest along the path of the Guardians, opening up new strategic options for players. After performing the procession action, that player can place a tree on their tableau and utilize its ability, either gaining an immediate bonus, having access to an ability multiple times, or earning an extra end game bonus. Every tree has a helpful ability, but players will need to plan ahead to have enough resources to claim them.

Each tree tile has its own color (red, blue, yellow, or white) that corresponds to the bonfires and will score points at the end of the game. Each tree also has its own ability, giving a player bonus actions, extra points, or other abilities. With 24 ancient tree tiles, players will have many new strategic options to explore.



FANTASTICAL CREATURES

The Gnomes of Asperia have always respected their environment. Over time, the magical creatures of Asperia developed deep relationships with them, lending their unique abilities to aid the Gnomes

in accomplishing their difficult task. In each game, players will be able to utilize the ability of one of the nine different creatures from the land. The glowing scales of the Crystal Dragons bring light to Asperia.

The player with the aid of this creature is able to pay resources with any resource type and can gain extra points at the end of the game for path tiles. Since the beginning of time, the Gnomes have helped the newly hatched Giant Turtles to reach the water by the big river. Now the Giant Turtles show their gratitude by swiftly carrying a player to the most distant islands. The Twinkling Bugs glow in the evening light by carrying tiny fragments of the bonfires. Their aid will let a player take an additional turn.

Whether it's gaining extra time, gold, or resources, these nine magical creatures bring a new layer of gameplay to the base game, creating new strategies to help the Gnomes reignite the bonfires.



NEW OPPORTUNITIES

On Asperia no two days are the same. The events module will challenge players to seize the day and the new opportunities available. 21 event cards are included in the expansion, each with a different ability to help players. At the beginning of the game, an event card will be revealed from the shuffled deck. Every player will be able to use this event's ability until a new one replaces it. Before a player places a fate tile, a new event card will be revealed. With the event cards, players may be able to pay less resources for an action, gain extra points, influence the Guardians, and more!



Challenge yourself with the included solo mode or expand your *Bonfire* game up to five players. With three different modules that can be played alone or mixed together, you'll have many nights of exciting gameplay ahead of you. Will you be able to bring back the light to Asperia? Contact your local retailer to order your copy of *Bonfire* and *Bonfire: Trees and Creatures*!

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Beth Erikson is the Marketing Manager for Pegasus Spiele North America. She is an avid gamer, a collector of far too many books, and an explorer of the outdoors who loves a good real-life bonfire on a chilly evening.



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



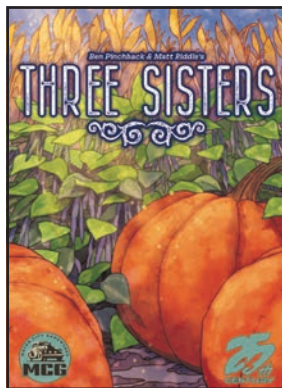
ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #266

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 266 \$3.99

25TH CENTURY GAMES



THREE SISTERS

Three Sisters is a strategic roll-and-write game about backyard farming. *Three Sisters* is named after an indigenous agricultural technique still widely used today in which three different crops — in this case, pumpkins, corn, and beans — are planted close together. Corn provides a lattice for beans to climb, the beans bring nitrogen from the air into the soil, and the squash provides a natural mulch ground cover to reduce weeds and keep pests away. Scheduled to ship in March 2022.

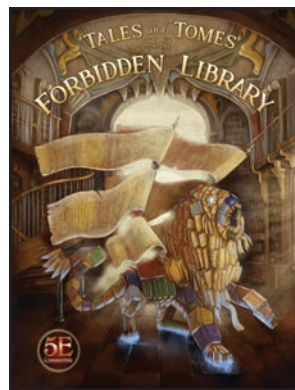
CGG 22000 \$29.99

ALLIGATOR ALLEY ENTERTAINMENT

TALES AND TOMES FROM THE FORBIDDEN LIBRARY (5E)

Contains an introductory adventure trilogy for a party of 1st-3rd level characters and an extensive appendix describing wondrous tomes and volumes that could be found on the shelves of the magical library of the Hearthglow Academy created by 34 famed contributors including Ed Greenwood, Kenneth Hite, Will Doyle, and James Introcaso. Scheduled to ship in February 2022.

AAE 4101 \$34.95



ARES GAMES



DUNGEONOLGY: THE EXPEDITION - LEONARDO'S WORKSHOP EXPANSION

Leonardo's Workshop is the first big expansion for *Dungeonology - The Expedition*, and offers a unique opportunity for some promising Scholars of the University of Rocca Civetta to meet the greatest inventor in the world, Leonardo Da Vinci. Leonardo will put them through an endless series of traps, logic games, and skill tests to find out which of the candidates deserves to learn his secrets. Scholars can decide whether to face this new adventure in cooperative or competitive mode, or in the new Team Mode. In this expansion, you will find a completely new dungeon including 20 completely new areas, which you must explore to study all of Leonardo's disciplines. Scheduled to ship in March 2022.

AGS DNX10-LW \$54.90

ADAM'S APPLE GAMES

PLANET UNKNOWN

Planet Unknown is a competitive game for 1-6 players where players build and develop the best planet to win! Each player has a goal of developing the best planet in *Planet Unknown*. Every tile placement is important to cover your planet efficiently and also to build up your planet's engine. *Planet Unknown* innovates on the popular polyomino trend by allowing simultaneous yet strategic turn-based play via the Lazy S.U.S.A.N. space station in the center of the table. The game also condenses a 3-hour medium weight game into about 70 minutes for 1-6 players no matter the player count. Curious how we do it, follow along until launch! Scheduled to ship in April 2022.

AAG 1502 \$69.00



ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON



MEEPLES & MONSTERS

The peaceful city of Rowan is surrounded by dangerous monsters. It's up to the citizens to fortify the city, train up warriors, clerics, knights, and mages, and defend Rowan in *Meeple & Monsters*! *Meeple & Monsters* is a big, beautiful bag-building engine builder by designer Ole Steiness (*Champions of Midgard* and more). Depth, replayability, beautiful components, and a splash of meeples humor will have you coming back for just one more play game night after game night!

AEG 7055 \$59.99

DUNGEONOLGY: THE EXPEDITION - TRIPLE THREAT EXPANSION SET

Triple Threat is a new expansion set for *Dungeonology - The Expedition*, and presents a new Mega-Boss, represented by 4 different miniatures and a new special game mode. Playing with this expansion will have the players face Brain, Pinky, and Spriggy, 3 pestiferous spriggans who will hook onto your Scholars to hinder them in their research! The terrible wild trio roams the dungeon annoying all the Scholars. Scheduled to ship in March 2022.

AGS DNX12-TT \$29.90



DUNGEONOLGY: THE EXPEDITION - UNRULY STUDENTS

With this expansion, the Scholars of the core game become fearsome Bosses. There is an air of rebellion in Rocca Civetta, and the aspiring professors got tired of the rules of the University and accompanied by their brotherhoods, they will enter the dungeons causing chaos. Vincenzo, Rebecca, Sofia and Valerio take charge of the university societies to sabotage the expeditions! Scheduled to ship in March 2022.

AGS DNX13-US \$14.90





IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



FIRST THEY CAME

First They Came needs no game master or preparation. It's not just a manual, but a richly illustrated, full-color artbook. The entire game is supported and complemented by audio tracks designed to take immersion and identification to a higher level, downloadable from a dedicated link or using a QR code included in the book. The music and ambient sounds are organically incorporated into the different scenes and provide atmospheres, clues, and threats. Guided by audio tracks, players step into the role of those persecuted by the regime for ethnic, political, gender, or religious reasons. Scheduled to ship in March 2022. AGS CL042.....\$20.00



NANTY NANKING REGULAR EDITION

Nanty Nanking is a Victorian board game of wit and podsnappery by British game designer Martin Wallace, based on his acclaimed previous design Discworld: Ankh-Morpork. Immersed deeply in the world of Dickens's and Doyle's literature, all game locations, events, and characters are now tied to real and fictional characters and places in Victorian London. Scheduled to ship in November 2021 AGS PHGA099.....\$45.00



WAR OF THE RING: DELUXE GAME MAT

The official War of the Ring Deluxe Game Mat is a giant neoprene playing mat (laser cut, 128 x 88 cm size) with an enlarged playing area, for easier gameplay, printed on high-quality, foldable material. This beautiful mat features the amazing John Howes depiction of Middle-earth created exclusively for War of the Ring. Scheduled to ship in April 2022. AGS WOTR019.....\$69.90

THE ARMY PAINTER



FEATURED ITEM



SPEEDPAINT: MEGA SET

The all-in-one Warpaint Speedpaint is truly a one-coat painting solution. In the Speedpaint Mega Set you will find the entire range of our highly anticipated new Speedpaint formula. Simply apply one rich coat of Speedpaint directly over a primed miniature and you are done! All of the colours in the Speedpaint range are made with our tried and true high-quality heavy pigments. This, combined with an innovative resin medium solution that flows perfectly over your miniatures, creates an unparalleled painting solution to help you get more time for gaming! TAP WP8053.....\$99.00

ATOMIC OVERMIND PRESS

TOUR DE LOVECRAFT THE DESTINATIONS



TOUR DE LOVECRAFT: THE DESTINATIONS

Kenneth Hite guided readers through H.P. Lovecrafts horror plots and themes in his earlier book Tour de Lovecraft: The Tales. Now, expanding on his Lost in Lovecraft column in Weird Tales magazine, he conducts a second tour of Lovecrafts settings: from Arkham to Antarctica, and from New York City to Hyperspace. Scheduled to ship in March 2022. AOP 1009.....\$24.95

TOUR DE LOVECRAFT: THE TALES

A wide-ranging and friendly journey through H.P. Lovecraft's tales of cosmic terror and wonder, Tour de Lovecraft: The Tales provides the ideal companion to the work of the twentieth century's greatest American horrorist. Scheduled to ship in March 2022. AOP 1008.....\$19.95

TOUR DE LOVECRAFT THE TALES



BANDAI CO.

SPOTLIGHT ON



NOT FINAL ART

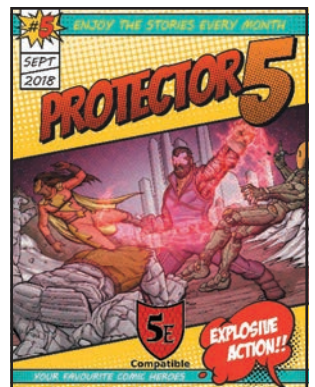
DIGIMON TCG: DIGITAL HAZARD BOOSTER DISPLAY (24) (EX-02)

Theme Booster Digital Hazard [EX 02] is a Booster Set themed on the anime Digimon Tamers, which is immensely popular among fans! All cards contained in this set have brand new text! Fans who watched the anime in real time, as well as casual players, will be satisfied with the contents of this set! The Digimon Tamers that will be featured in this close up include Gallantmon, one of the Royal Knights, and other highly popular Digimon, so there is no lack of character popularity. This product also includes many cards that correspond to the latest meta, including generic cards of each color. Each display box contains a box topper of Alt Art promo cards. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2624853.....PI

BATTLEFIELD PRESS

PROTECTOR 5

Welcome to a world of superheroes. With this book you can make your own and protect your city. Full rules exist on making characters from Street Level to Paragon. Fully compatible with the Fifth Edition of the world's most popular role playing game. Scheduled to ship in February 2022. BPI 7877.....\$50.00



THE CAPTAIN IS DEAD

TO YOUR STATIONS!



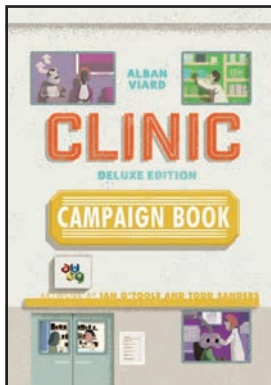
Aliens are attacking. Torpedoes are running low. Systems are failing. Worst of all, the jump core is down and the captain is dead!

It's up to the remaining crew to fix the jump core and save the day in the hit co-op game, The Captain is Dead. Engineer to Janitor to Security Chief, everyone has a role to play in this nail-biting experience for 2-7 players!

www.alderac.com/the-captain-is-dead

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**CLINIC: CAMPAIGN BOOK EXPANSION**

This book contains 3 Campaign Modes, all of which are designed for 1 - 4 players: The Thematic Campaigns - Each of these campaigns facilitates learning the rules of the myriad expansions. The expansions are gathered into 5 main themes, and each theme is a separate campaign. Each scenario of a campaign introduces the expansions gradually (but cumulatively), easing the learning curve. The Medium Curve - 8 scenarios, each of which combines a cross-section of 5 expansions from the 5 themes defined in the Thematic Campaigns. The Expert Campaign - 5 scenarios, each of which combines 8 - 9 expansions to tell a story (actual story included). A game inside a game for 1 to 4 players! Scheduled to ship in March 2022.

CSG CLINIC-CB\$14.95

SPOTLIGHT ON

**CLINIC: DELUXE EDITION**

Your Town Center is flourishing, but as the city grows, the need for emergency medical care grows with it. Fortunately, you and your business partners have the wherewithal to build a clinic to help those in need of more than first aid. Unfortunately, just before groundbreaking, your differing views of the ideal clinic cause a schism between you, and you go your separate ways, with patients already lining up in pre-admissions. Each of you decides to build the clinic of your dreams, trying to hire doctors, nurses, and maintenance staff, and build new modules, specialized services, and even parking, in order to meet the needs of the patients ailing in pre-admissions. This is your Clinic! Build it however you like to give patients the care they need, so you can make your Clinic the most popular one in town! Scheduled to ship in March 2022.

CSG CLINIC-DLX.....\$79.95

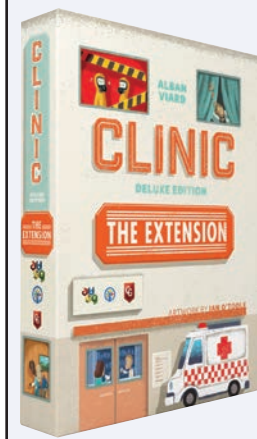


SPOTLIGHT ON

**CLINIC: EXTENSION 1 EXPANSION**

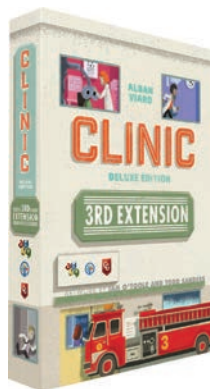
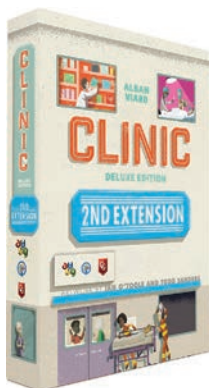
Your Clinic is really taking off, but growing competition is a challenge! You need every edge to stand out from the other healthcare options. Provide specialty care for certain types of patients, build your buildings higher, whatever it takes! *Clinic: Extension 1* contains numerous expansions which are all compatible with one another. These expansions are modular, meaning you choose which modules to incorporate into your game of Clinic. The rules for each module are incredibly short and succinct, so you can get to gaming quickly! Scheduled to ship in March 2022.

CSG CLINIC-01\$49.95

**CLINIC: EXTENSION 2 EXPANSION**

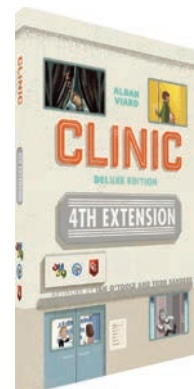
In *Clinic: Extension 2*, you will go even further in the realistic management of a clinic. You will hire tireless stretcher bearers and young secretaries just out of school to help create efficiency in your building. The new Reanimation, Emergency, and Radiology departments will help you to welcome new patients. Pediatric Hubs will even let you provide the best of care for children. The ultra modern scanner, soft beds, and even the ever-important coffee machine will undoubtedly allow you to charge more for taking care of Patients. This box includes 13 expansion modules that can be mixed and matched with the base game and all extension boxes to create a huge amount of variety in your *Clinic* games! Scheduled to ship in March 2022.

CSG CLINIC-02\$49.95

**CLINIC: EXTENSION 3 EXPANSION**

In *Clinic: Extension 3*, you can add some amazing modules to your base game! You can call in the helicopter or a fire truck to try to quickly treat patients in critical condition. People making a hospital visit can check out the new gift shop, and you can even use therapy dogs to help accentuate psychiatric services. And there's a rumor that some patients saw ghosts in their rooms at night, but that's just talk, right? This box includes 12 expansion modules and 3 variants that can be mixed and matched to create a huge amount of variety in your *Clinic* games! Scheduled to ship in March 2022.

CSG CLINIC-03\$49.95

**CLINIC: EXTENSION 4 EXPANSION**

Did you ever think about underground activities in a clinic? Well, sometimes the oddest activities go on in the most remote areas of the clinic. Behind locked doors, in the shadows, a talented 'surgeon' performs the most delicate operations: A hidden room, flickering in a thin luminous halo, hosts disquieting experiments... Expand your clinic downward! This box contains Basement player boards with two difficulty levels, Locker Rooms, Boiler Rooms, and Dr. Funkenstein's Laboratory! Scheduled to ship in March 2022.

CSG CLINIC-04\$24.95

CLINIC: EXTENSION 5 EXPANSION

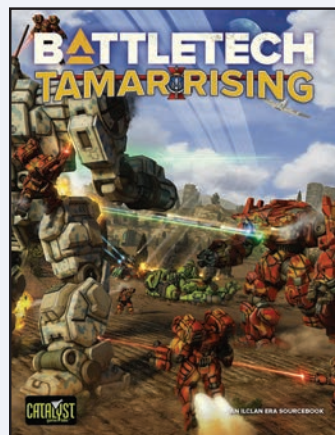
The final boxed expansion for Clinic to help expand your clinic further! This box features all new layouts for the ground floor of your clinic - the very foundation upon which you will build your health center now has various layouts for you to explore. Additionally, extra large, double-sized tiles provide new ways of building your clinic in this final expansion box. Scheduled to ship in March 2022.

CSG CLINIC-05\$24.95



CATALYST GAME LABS

SPOTLIGHT ON

**BATTLETECH: TAMAR RISING**

Tamar Rising is a *BattleTech* sourcebook providing full details of the events in the former Clan Jade Falcon Occupation Zone from 3151 to mid-3152. Included are a full historical summary of events in that region of space, personality and unit profiles of key players—many appearing here for the first time, and game information to bring it all to your *BattleTech* tabletop. Scheduled to ship in January 2022.

CAT 35902.....\$34.99

SHADOWRUN[®]

SIXTH WORLD BEGINNER BOX

RISK IT ALL

By 2080, most of the planet is controlled by enormous, world-striding megacorporations that grasp for power and strangle humanity in their clutches. But in the darkest depths, defiance flickers. The ignored and the marginalized refuse to be ground down. They're called shadowrunners, and they risk everything ...

*Wrestling magical energies,
channeling them into power;*

*Pitting their consciousness against
the electronic void of the Matrix;*

Trading flesh for chrome to become more than human.

Will you join them, and dare to risk it all?

The **Shadowrun Sixth World Beginner Box** is the easiest way to dive into the intrigue, grit, and action of one of the most enduring role-playing settings of all time!

It includes everything needed for a game, including quick-start rules, character dossiers, an adventure, gear and magic cards, dice, and more!

Grab a copy, play a game, and get a look at the coming soon, all-new **Shadowrun Sixth World Edition**!



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ORDER NOW!



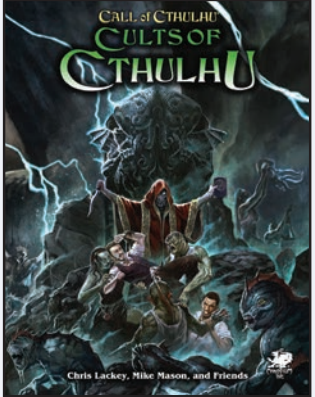
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SHADOWRUN RPG: THE THIRD PARALLEL
 Scheduled to ship in March 2022.
 CAT 28403.....\$49.99

CHAOSIUM

SPOTLIGHT ON



CALL OF CTHULHU: CULTS OF CTHULHU
Cults of Cthulhu delves into the human side of the dark and horrific world of those who worship the dead yet dreaming abomination known as Great Cthulhu. Here, twisted humans try to find meaning in a hopeless universe, and seek purpose in their fleeting and insignificant lives. This is the world of the Cthulhu Cult and those who hear its masters dark call. In *Call of Cthulhu* there are many who serve the alien forces of the universe and seek to trade favor for power. Scheduled to ship in March 2022.
 CHA 23177-H.....\$49.99

CHRONICLE BOOKS



DRESSED UP DOGS MEMORY GAME
 Looking for the paw-fect game? Look no further than this *Dressed Up Dogs Memory Game* from Ridley's Games! Take it in turns to pick two cards to reveal and try to match the dogs to their fetching costumed companions! The player with the most mat... Scheduled to ship in February 2022.
 CHR 3086.....\$13.00

CROWD GAMES

WINDMILL: CUTE SECRETS EXPANSION
 Scheduled to ship in March 2022.
 CGA 02002.....\$20.00

CRYPTOZOIC ENTERTAINMENT



DC COMICS DBG: CRISIS COLLECTION 1
Crisis Expansion Pack 1 and 2 reimagine the eight Super Heroes from the original *DC Deck-Building Game* and the eight from *Heroes Unite* with *Crisis* versions for cooperative play. In addition, the Super-Villains from those games and some new ones have been upgraded to Impossible Mode, making them much more difficult to defeat. There are even six new oversized Super Heroes in each expansion to go along with all the new main deck cards! This is not a stand-alone product. Requires any *DC Deck Building Game* base game to play. Scheduled to ship in February 2022.
 CZE 29408.....\$39.99

CUBICLE 7



WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: STEAM AND STEEL
Warhammer Age of Sigmar Soulbound Steam and Steel presents everything you need to begin crafting your own weapons, armour, and machines of war. This book contains new aetheric equipment for the Kharadron, new Fyreslayer runes, new weapons and crafting rules, alchemy and potion making, and rules for vehicular combat along with dozens of example ships and war machines. Not only that, but *Steam and Steel* explores what crafting means to cultures across the Mortal Realms - for some it is simply a job, for others it reflects a lifelong devotion to their deity. *Steam and Steel* provides in-depth rules for crafting your own unique equipment. Scheduled to ship in January 2022.
 CB7 2530.....\$34.99



DOCTOR WHO RPG: SECOND EDITION STARTER SET
Doctor Who RPG: Second Edition Starter Set contains everything you need to start your adventures across all of space and time. Whether you're a complete beginner at roleplaying games or looking for an epic new campaign, this boxed set is the perfect starting point for anyone wanting to experience the vast universe of Doctor Who. The Timeless Library is a brand new adventure for players of all experience levels. It sends a group of new and varied companions on a journey to a vast library filled with dangerous artefacts and even more dangerous invaders. The story continues in the epic campaign *The Echo Chamber* and a quest to recover *The Hermit's Lantern*, providing new and established characters a wealth of adventure that will take them to surprising new worlds. Scheduled to ship in March 2022.
 CB7 1305.....\$29.99



WARHAMMER 40K WRATH & GLORY RPG: REDACTED RECORDS
Redacted Records includes: Insight into the diverse and terrifying space hulks of the Gilead System, from the Chaos-touched Caveat Emptor to the Genestealer-infested Dominus Vobiscum and the Orkish battleground designated Wrath of Janus, Rules and tables to generate your own space hulk, including areas, occupants, events, and salvage, New Frameworks for Agents from all branches of the Imperium, including the elite Adeptus Astra Telepathica, Dozens of new Talents to enrich your Wrath & Glory games, Reports on the strange Servitor patterns of the Gilead System including the corrupted butcher-servitors of the Abattoir of the Luminous Emperor, Dossiers on some of the sinister cults of Avachrus and Nethreus to further imperil your Agents. Scheduled to ship in February 2022.
 CB7 2616.....\$34.99

DARRINGTON PRESS



TAL'DOREI 5E CAMPAIGN SETTING REBORN
Tal'Dorei Campaign Setting Reborn is the definitive sourcebook for bringing the locations, people, creatures, and character options of the Tal'Dorei continent to roleplaying games everywhere. The popular webseries *Critical Role* first explored Tal'Dorei, a fantasy-filled land brimming with tales of heroes and wonder, through the epic adventures of Vox Machina. Now, players everywhere can live the magic and stories to rival the beloved show. After the smash success of the original campaign setting for 5e, we're bringing this in-demand sourcebook back in an even grander iteration. Scheduled to ship in February 2022.
 DRP TDR-001.....\$49.99

DEVIR AMERICAS



BITOKU
 In *Bitoku*, the players take on the roles of Bitoku spirits of the forest in their path towards transcendence, with the goal of elevating themselves and becoming the next great spirit of the forest. To do so, they will have the help of the yokai, the kodamas and the different pilgrims that accompany them on their path. This is a hand-management, engine-building game with multiple paths to victory. Scheduled to ship in February 2022.
 DVR DEVGBITOKU.....\$69.99

DRAGONS FIRE GAMES



**DRAGONS FIRE
GAMES**

GAMBLER: A GUNSLINGER EXPANSION

The original Gunslinger is a fast paced spaghetti western card game where one minute you are standing tall and the next you are taking a dirt nap. This game can be learned and played in less than eight minutes. Once you play a few rounds you will be a Pro, or Addicted, or Both! I'd bet my britches on it. Both Gunslinger and Gambler are stand alone card games. Players can choose to mix the games or combine multiple copies of the same game for additional players. Each game is designed to be played with up to five players. Depending on the number of players and their experience level, games are completed less than ten minutes. Scheduled to ship in February 2022.

DFG 201\$24.99

GUNSLINGER BONANZA

The fast paced extremely addictive spaghetti western shoot out and saloon brawl, all in one place. With both Gunslinger and Gambler in one package you will never know what will happen. Gunslinger and Gambler can be learned and played in less than ten minutes each. They can be played as stand alone games or combined to create an epic western experience. Players: 2 to 5. Ages: 10 and up. Play Time: 2 to 10 minutes. Scheduled to ship in February 2022.

DFG 402\$39.99

FAR SIDE GAMES



EPIC SEVEN ARISE

Epic Seven Arise is the tabletop adaptation of the popular mobile game in which the heroes must save the 7th world from destruction. Official licensed by Smilegate Megaport. Each player takes on the role of the Heirs, beings created by the Goddess of Life, Diche, to protect the world of Orbis from the Archdemon and the Acolytes. The game can be played as a campaign mode, but can also be played independently and does not have to be played in any particular order. The board game greatly expands the universe of the original Epic Seven mobile game and emphasizes the depth of the storyline, focusing on interactions driven by the game's storylines and decision making. Scheduled to ship in April 2022.

FGE 7A001\$100.00



EPIC SEVEN ARISE: ACOLYTES SET

Scheduled to ship in June 2022.

FGE 7AEX02\$32.00



EPIC SEVEN ARISE: FOR HOPE EXPANSION

Scheduled to ship in June 2022.

FGE 7AEX01\$45.00



EPIC SEVEN ARISE: GUARDIANS SET

Scheduled to ship in June 2022.

FGE 7AEX03\$17.00

FLOYD LU



KOI GARDEN

Koi Garden is a compact and harmonious 2-4 player card game about placing cards down in your own pond to connect tiles and pathways. Wildlife all score and move differently throughout your everchanging pond which will make for unique and different gameplay. Scheduled to ship in February 2022.

FLU 028715\$24.99



Craft Dazzling Plumes to Win!

Play feathers into plumes
in descending rows, carefully
matching colors to score
the most points. Only
the most captivating
peacocks will win!



www.CalliopeGames.com

Game play
30-50
minutes

Ages
8+

2-6
players

GAMES

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GTM

FEB
2022

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Tusk!

It's a race against time as the Ice Age approaches. You will need strength and food to survive and lots of it.

The mammoth offers your tribes food beyond your wildest dreams, but they are powerful beasts. You and your fellow players will need to team up to hunt successfully. But there can only be one master of the hunt and, to ensure that's you and your tribe, you'll need to manipulate alliances, hoard supplies, and make use of the land's many resources to become the most powerful tribe and win the game.



30+
mins.



2-4
players



Ages
10+

GF9 CAV01 \$40

Pathfinder: Level 20

Here you are, minding your own business with some of your best friends, enjoying the leftover scraps when you hear the most terrifying words you've ever heard. *"I just need a few XP to hit Level 20."*

In Level 20 players take on the role of Kobolds, trying to escape an XP hungry fighter or cause him to flee their den in embarrassment.

Pathfinder: Level 20 is a game of mischief and survival, will you make the hero flee, or end up on the end of their sword?



20+
mins.



2-6
players



Ages
10+

GF9 PFSF01 \$30



Don't Blink

Don't Blink. Don't even blink.

The TARDIS has crashed on a derelict spaceship, full of Weeping Angels: terrifying killers that can only be stopped by staring at them. But if you dare to stop looking, if you even blink, they'll send you out of time.

Will the Doctor and companions be able to get all the pieces to repair the TARDIS in time? Or will the Weeping Angels succeed where so many adversaries have failed before?



30+
mins.



2-5
players



Ages
10+

GF9 DWDB01 \$30



Wise Guys

You accomplish more with a smile, a handshake, and a gun than you do with just a smile and a handshake.
— Al 'Scarface' Capone

In Wise Guys, your made men and associates drive to key locations, exploiting profitable opportunities as they arise.

Outfox your rivals by striking deals, bribing and threatening to keep them on their toes.

When words fail, send in your enforcers, hard men like 'Machine-gun Jack', 'Two Gun' and 'Dynamite' Brooks.

🕒 90+ mins.

👤 3-4 players

🎂 Ages 14+

GF9 WGUY01 \$50



QUARTER 1

GAMES

Dune: A Game Of Conquest and Diplomacy

In DUNE you will take control of one of the four great factions – House Atreides, House Harkonnen, the Fremen, and the Imperium, all vying to control the most valuable resource in the universe, melange, the mysterious spice only found at great cost on the planet Dune.

Ship your forces to Dune, harvest spice, seize control of strongholds, and destroy your enemies.

Who will control DUNE...You decide!

🕒 20-60 mins.

👤 2-4 players

🎂 Ages 14+

GF9 DUNE05 \$60



BESTSELLER

Dune: Betrayal

In this game of tactics and deception you are secret agents amid the sands of Dune.

Your goal is to learn the identities of your foes while protecting your nobles. Enact the aid of strange new tools and allies to gain power and knowledge.

Be clever, practical, and convincing! Hide your true nature while learning theirs.

In the final rounds of battle, you must trust your gut. Whose back will you choose to defend and whose will you stab? The fate of Dune will come down to you.

🕒 20-40 mins.

👤 4-8 players

🎂 Ages 14+

GF9 DUNE06 \$30



BESTSELLER

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GTM

FEB 2022

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GADFLY STUDIOS



SHASN

SHASN is an epic game of politics, ethics, and strategy for 3-5 players. Influence voters, capture areas, gerrymander, and maybe even betray your morals to win. Players are put in the middle of an election campaign where they build a tableau of ideologies. As the players progress in the game, they must choose between sticking to their ideals or molding them as per their needs. In a game of trading, coercion, and strategy, players must do whatever it takes to survive and

dominate. Scheduled to ship in January 2022.

GAD 01101 \$90.00

GALLANT KNIGHT GAMES



GALLANTVERSE CAMPAIGN GUIDE

The *GallantVerse Campaign Guide* is the first expansion for the award-winning *Tiny Supers* roleplaying game. This book is packed with expansion material for your *Tiny Supers* campaign, including: *GallantVerse* setting expansions for South America, The European Union, and archvillain Thule's Atlantis! Three new archetypes: The Brute, Stalker and Trickster. New power traits, customization traits and other mechanical enhancements for your hero! Narrative-focused rules for Strongholds and Bases! Scheduled to ship in February 2022.

GKG 066 \$34.99

LIGHTHEARTED

Welcome to the magical 80's dream world of *Lighthearted*. You are a Prep, Jock, Geek, Rebel, or Outcast, like those kids in *The Breakfast Club*, except you are just about to start magic community college. Through play, we'll explore how you grow out of your high school cliques all while dealing with magical mishaps, college parties, vampires, and worse...finals! *Lighthearted* is a complete tabletop roleplaying game that uses the language of film and television to reimagine the coming of age stories popular in 80's teen movies. Scheduled to ship in February 2022.

GKG LH001 \$39.99

MECHA & MONSTERS: EVOLVED

Mecha & Monsters: Evolved is an updated, refined and fully stand-alone game for the *TinyD6* line. Using the rules in this book, you'll be able to play giant stompy robots defending civilization, awakened monsters wreaking havoc to teach mankind a lesson, bizarre deep space hybrids and so, so much more. Character creation is simple, fast, and exciting. You pick your character type based on the exciting stories your Game Master is going to tell, you pick a few Systems or Evolutions that each grant a single benefit, and you're done! What are you waiting for? Get Stompy! Scheduled to ship in February 2022.

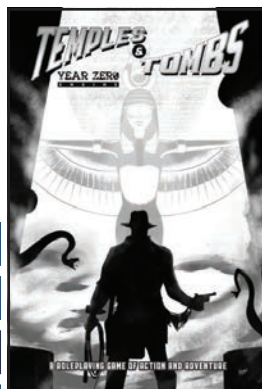
GKG 089 \$39.99



TEMPLES & TOMBS

Temples & Tombs is a roleplaying game devoted to creating the fast-paced adventures popularized in pulp magazines that led to films like *Raiders of the Lost Ark*, *The Mummy* (1999), and *Romancing the Stone*. Built on the Year Zero Engine system, the framework that drives Free League's games such as *Tales from the Loop* and *Mutant Year Zero*, *Temples & Tombs* is adapted to fit the two-fisted adventure pulp genre in several key ways. Custom skills and talents engineered for a fast-paced and adventurous setting. Luck mechanic that provides more dice for added chances of success, but with a chance to 'run out of luck'. Scheduled to ship in February 2022.

GKG CCG001 \$24.99



JIANGSHI: BLOOD IN THE BANQUET HALL

Jiangshi: Blood in the Banquet Hall is a collaborative storytelling RPG about a Chinese-American family making their living by running a restaurant in one of America's Chinatowns, circa 1920. Players take on the roles of members in the family, spanning three generations, who face threats of Jiangshi (hopping vampires) at night and oppression by day. Players must balance the responsibility of running and maintaining their family business with protecting themselves and their community from the supernatural forces.

GAC WIG-400 \$69.95



GAME AND A CURRY GAMES

BATTLE OF THE BOYBANDS

Battle of the Boybands is a game where 3 to 5 players take on the roles of producers in the pop music industry and must build boy bands to compete in special events. The player with the most points at the end of six rounds wins. Scheduled to ship in January 2022.

GAC 1012 \$29.95



LAIR

Lair is a small-box, euro-style, worker placement, base-building game where you are in charge of overseeing the construction of a secret underground base for your nefarious boss Mr White. Points are awarded for building a diverse layout of rooms. Rooms also have special powers. Direct 2 types of workers; low level henchmen to claim a room, and the boss to activate the rooms powers. These powers can help you get more points, or impede others. Points are tracked along an expanding score track that is also the central elevator shaft. Get your score marker to the bottom of the shaft to win. Scheduled to ship in January 2022.

GAC 1010 \$24.95

GAMES & GRATITUDE

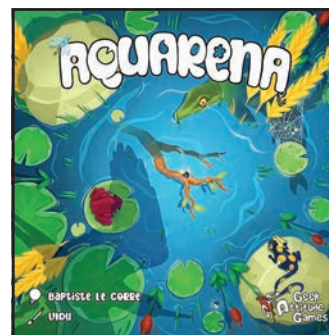
ARE YOU A POTTY MOUTH?

Are You A Potty Mouth is a hilarious, fast-paced, easy to learn game filled with fun facts, random trivia and plenty of useless knowledge. The first person to correctly answer 10 cards wins. The Twist: when one has collected 9 cards anyone can challenge them to take a challenge card and if answered incorrectly the challenger wins the card. It's perfect game for a memorable game night with family and friends, parties, or anytime you just want to have fun! Scheduled to ship in February 2022.

GNG PM001 \$19.99



GEEK ATTITUDE GAMES



AQUARENA

Countryside ponds are little slices of paradise where everything is calm and peaceful. Or so it seems... For ponds people, this poetic backdrop represents a daily struggle for survival, where it's eat or be eaten! *Aquarena* shows us what the food chain near a pond looks like. Carefully position your predators around the pond, so they can catch their favorite prey. But beware: they too can fall prey to other predators. Scheduled to ship in February 2022.

LUM AQU01 \$27.99

GREATER THAN GAMES



THE CUBE: AREA 51

You are a department head at Area 51, assigned to The Cube reconstruction project. Manipulate, move, tessellate, and plan as you work to rebuild the alien craft with your fellow department heads. You're all working together to reactivate the ship, but only one of you can be the ship's captain and interface with the companion AI! Which department will gain control over The Cube?

GTG CUBE-CORE\$19.95

HABA

KING OF DICE: THE BOARD GAME

Humans, dwarves, fairies, gnomes, and elves have come together from all over to live peacefully in the kingdom. But things are starting to get crowded, new lands need to be found, and quickly! With skill and luck, players roll the dice to claim the best new citizens and occupy as many connected spaces on the map as possible. The player who can secure the best lands for their growing kingdom, and the most gemstones, wins. A kingly strategic dice and board game. Scheduled to ship in March 2022.

HAB 306401\$39.99



MOONLIGHT CASTLE

Tonight won't be a peaceful night! In the garden of the Moonlight Castle, Zirroz the magician uses his power to make all the kingdoms jewels magically float away. To stop him, the players creep cleverly through the castle garden and collect colorful pebbles. They pick the right moment to secretly swap them for the stolen gems. But be careful the colors need to match, otherwise the plan won't work! The player who recovers the most jewels wins. A magically colorful collecting and sliding game. Scheduled to ship in March 2022.

HAB 306483\$34.99

HORRIBLE GUILD



DUNGEON FIGHTER

In *Dungeon Fighter*, a fully cooperative board game, players take on the roles of heroes venturing deep into a three-tier dungeon. Along the way, they explore the dungeon, search its many rooms, and face endless hordes of vicious monsters. Best of all, your skill determines the ability of your character. Can you kill Medusa without looking into her eyes, defeat the Minotaur in the labyrinth, or resist the breath of the dragon? You will feel truly part of a centuries-old battle between good and evil... with a touch of foolish stupidity. Scheduled to ship in February 2022.

LUM DUF01\$49.99



TINY TURBO CARS

Tiny Turbo Cars is a frantic race game for 2 to 4 players in which you program the movements of your tiny toy car in advance, with a sliding puzzle acting as your remote controller. Choose your car, grab your remote controller, create the track, and get ready to race! This is a fierce race, with pitfalls around every corner and unscrupulous adversaries! Don't miss your chance to shoot your missiles at your opponents before they hit you! The first player to cross the finish line wins! Scheduled to ship in December 2021.

LUM HG063\$34.99

ALLEGORYTM



A Game Of Lore and Hidden Strategies!
Weave a trilogy of tales in an intriguing auction game of bidding, bluffing, and set collection. Balance your stories and include your hidden moral to win!



www.CalliopeGames.com

Game play
30-50
minutes

Ages
8+

2-6
players

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2022

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GAMES



SPOTLIGHT ON



AEON'S END DBG: LEGACY OF GRAVEHOLD

Aeon's End: Legacy of Gravehold is the second legacy game in the *Aeon's End* line of games. *Legacy of Gravehold* has a deeper, more immersive narrative with branching paths. After each game, players will receive experience. They will spend that experience on enhancement stickers, those along with player cards will allow the players to become more powerful. However, the nemeses that players will face grow stronger and stronger with each battle. *Legacy of Gravehold* has more than twice as many mages as all previous base sets, and more than twice as many nemeses as well. Scheduled to ship in March 2022.

IBC AELG1\$99.00

JAPANESE GAMES

MOMIJI

In *Momiji*, you must carefully manage your hand of cards to collect gorgeous autumn leaves as they fall from the trees of the Imperial Garden. Use the unique powers of the landscape to aid you as you pursue your goals and try to gather the most amazing collection before the last leaf falls! Scheduled to ship in February 2022.

GGD JPG265PI



SAILOR MOON CRYSTAL: IMPOSTEROUS

The Deathbusters have captured someone from the Sailor Guardians team and replaced them with a Daimon imposter! Fortunately, Luna and Artemis discovered their evil plot and now everyone must work together to identify the pretender. By asking the characters a series of questions and then comparing the answers for ones that don't align with the rest of the group, the cats can

unmask the imposter and direct the rescue of the captured teammate before it's too late. Scheduled to ship in February 2022.

GGD JPG807PI

TOKYO SIDEKICK

Tokyo Sidekick takes deck building, board movement, and cooperative action to a new level. Players build Superhero/Sidekick teams and move around the board representing Tokyo, handling disasters and villains alike. Players use their deck as a resource to power their actions and special moves to defeat their enemies and solve problems. Before long, the Menace arrives and must be dealt with! *Tokyo Sidekick* is for 2-4 players and is heavily influenced by both Japanese culture and Western comics. Scheduled to ship in February 2022.

GGD JPG255PI



TOKYO SIDEKICK: PUZZLE (1000 PCS)

Scheduled to ship in February 2022.

GGD JPG259PI

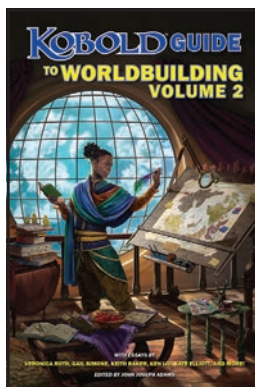
THE TREE LINED AVENUE

There's a new plan to build a large park with its symbolic tree-lined avenues. However, the planned avenues are crossed, and the number of available trees are limited. Design your park so the avenues you are in charge of are the most beautiful in the park! Scheduled to ship in February 2022.

GGD JPG242PI



KOBOLD PRESS



KOBOLD GUIDE TO WORLDBUILDING V2

The Kobold Guide to Worldbuilding Volume 2 features 15 stars of tabletop roleplaying games and fantasy fiction, such as Gail Simone, Keith Baker, Veronica Roth, Ken Liu, Kate Elliott, Mike Shea, Tobias S. Buckell, Shanna Germain, Cassandra Khaw, Gabe Hicks, the Dungeon Dudes (Monty Martin & Kelly McLaughlin) and more. What worlds await? Let's find out! Scheduled to ship in April 2022.

PZO KOB9283\$19.99

KONAMI DIGITAL ENTERTAINMENT

YU-GI-OH! TCG: ALBAZ, ECCLESIA, AND TRI-BRIGADE



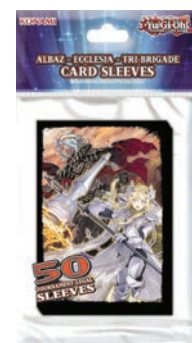
9-POCKET PORTFOLIO

KON 85643\$9.99



CARD CASE

KON 85645\$4.99



SLEEVES PACK (50)

KON 85639\$3.99



GAME MAT

KON 85641\$14.99

SPOTLIGHT ON



YU-GI-OH! TCG: LEGENDARY DUELISTS - #9 BOOSTER DISPLAY (36)

Dive into the next Legendary Duelists booster pack featuring new cards for 3 WATER monster strategies used by Duelists from the Yu-Gi-Oh!, Yu-Gi-Oh! ZEXAL, and Yu-Gi-Oh! VRAINS animated series. Brand-new cards for the strategies used by famed fisherman and Duelist Mako Tsunami, Nash, the alter ego of Shark and leader of the Seven Barian Emperors, and Skye Zaizen (as Blue Maiden) splash into this upcoming set. A whale of a tale awaits with a new version of Mako Tsunami's Fortress Whale that can strike

down your opponents monster before it can attack! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 85703.....\$75.24

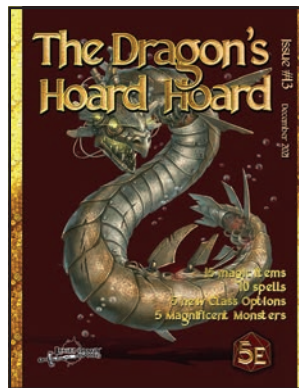
SPOTLIGHT ON



YU-GI-OH! TCG: LEGENDARY DUELISTS - SEASON 3 BOX DISPLAY (8)

Legendary Duelists: Season 3 collects cards for heroes, villains, and heroes-turned-villains, all in one place! Featuring cards introduced in *Legendary Duelists: Immortal Destiny* and *Legendary Duelists: Magical Hero*, *Legendary Duelists: Season 3* is the go-to set for fans of Dark Magician, HERO, Synchrons, and more! Each box of *Legendary Duelists: Season 3* includes 1 Secret Rare a rarity that wasn't available in *Immortal Destiny* or *Magical Hero* as well as 6 Ultra Rares. And as a special bonus, each *Legendary Duelists: Season 3* box will also contain one of several collectible dice featuring famous monsters or symbols associated with Yugi, Jaden, and Yusei. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 85649.....\$127.92

LEGENDARY GAMES



THE DRAGON'S HOARD (5E)

In this month's features you'll find: The Treasure Trove, featuring magnificent magic items like the ghost shackles, wand of burning flames, element pharaoh's crook, and sword string violin! Baskers Books, featuring new spells for almost every 5E spellcaster like frost spiral, horrific doubles, boneshaker, and bloodbath! Class Acts, featuring new class options for your 5E heroes like the new ballistic barbarian, relic medium, and the spirit tamer! Marvelous Monsters, featuring killer creatures across every challenge level like the devastating living crematory, the fear some dullahan, and the murderous bloodthirsty manikin! Scheduled to ship in March 2022.

#12 LGP 526DH1 25E\$11.99
#13 LGP 532DH1 35E\$12.99



LOVE LETTER: PRINCESS PRINCESS EVER AFTER CARD GAME

\$21.99

IN STORES NOW

AGES 10+

2-6 PLAYERS

20 MINUTES

GAME DESIGN BY: SEIJI KANAI

COVER BY: K. O'NEILL

ILLUSTRATED BY: WENDY XU

You must deliver your love letter to the highly sought-after Princess. Will you entrust your letter to the invincible Ogre? The lightning-fast Unicorn? Your fellow Princesses?

In a quick game of risk and deduction, can you outwit your friends and earn the love of the noble Princess?

THE FIRST QUEER LOVE LETTER ADAPTATION!

A brand-new edition of Seiji Kanai's award-winning Love Letter card game featuring characters from K. O'Neill's acclaimed graphic novel *Princess Princess Ever After*, with art by fan-favorite creator Wendy Xu (*Mooncakes*, *Tidesong*)!

Based on the Oni Press graphic novel by K. O'Neill. PRINCESS PRINCESS EVER AFTER is TM & © 2021 K. O'Neill. LOVE LETTER: PRINCESS PRINCESS CARD GAME and its logo are trademarks of Renegade Games Studios LLC and Oni Games. © 2021 Z-Man Games. Z-Man Games is an TM of Z-Man Games. Love Letter is a TM of Z-Man Games. All rights reserved.





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LEGENDARY CARTOMANCER (5E)
 Cards of Power! *The Cartomancer* is a brand-new class for D&D 5th Edition, a spellcaster dabbling in every magical tradition as they draw power from a card deck that is equal parts weapon and magical focus. Mystical gamblers and masters of chance, cartomancers use their cards as tools for weaving spells with decks that may focus on divination, illusion, and mental manipulation, elements and flora and fauna with a primal deck, raw power of life and death with a divine deck, or the diverse and balanced options of an arcane deck. Scheduled to ship in March 2022.
 LGP 504NC045E\$15.99



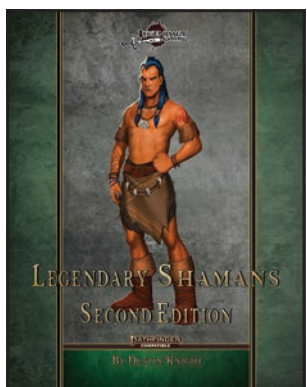
LEGENDARY LOOT CARDS #3 (5E)
Legendary Loot Cards bring you a wealth of treasures for your D&D 5E campaign, each beautifully illustrated and with complete rules! You'll find dozens and dozens of magic items of every kind, from the adaptive holy symbol to the zombie apocalypse siege shot, from common items like the admixture vial and bomb sniper goggles to legendary treasures like the blade-eating battleaxe and dimensional bomb. You'll find magical implements like the gauntlet of staveguarding and papyrus of supplication alongside weapons like the silverspark longbow and holy liberator, as well as all-purpose tools! Scheduled to ship in March 2022.
 LGP 528LLC035E\$19.99



MOTHER OF MONSTERS PLAYERS GUIDE (5E)
 The 64-page *Mother of Monsters Players Guide* brings your players insights into the politics and geography of their realm, alongside new player options to create heroes unique to the Kagari Islands. This spoiler-free resource has all the information your players need and nothing they don't, including new races, classes, feats, spells, and even a custom language! 6 new player lineages, including galbiska, maegalin, centaur, minotaur, pikari merfolk, and the variant humans of the Kagari Isles. Scheduled to ship in March 2022.
 LGP 529MOM015E\$19.99

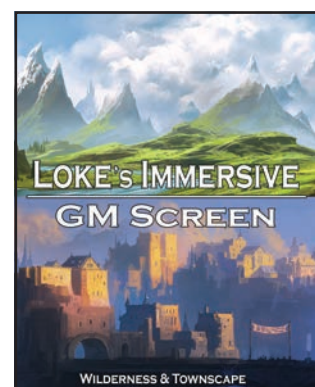


MOTHER OF MONSTERS: STONE MOTHERS ASSAULT (5E)
 This incredible 106-page D&D 5E adventure for 1st-4th level characters is inspired by the epic mythology of Ancient Greece. Pit your heroes against the monstrous minions of the Underworld as they set forth on the *Mother of Monsters Adventure Path*. In this adventure, your heroes must uncover the plots of ambitious nobles, brave haunted forests, infiltrate war camps, and delve into the Underworld to face an evil thought long gone from the world. Scheduled to ship in March 2022.
 LGP 531MOM035E\$25.99

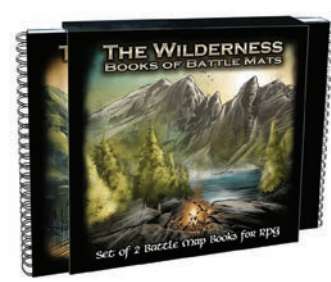


PATHFINDER SECOND EDITION RPG: SHAMAN CLASS
Spirits of Power. Legendary Shamans is the latest volume in our series of class-focused player supplements for *Pathfinder Second Edition*, this time focusing on the master channelers of the spirit world known as shamans. This new class is a versatile spellcaster that blends veneration of nature and the wild things that dwell therein with the myth and fantasy of animist shamanism. Scheduled to ship in March 2022.
 LGP 510LC31PF2\$13.99

LOKE BATTLEMATS



BATTLE MATS: LOKE'S IMMERSIVE GM SCREEN
 Scheduled to ship in February 2022.
 LBM 022\$17.00



BATTLE MATS: WILDERNESS BOOK OF BATTLE MATS
 The *Wilderness Books of Battle Mats* are the third in Loke's trilogy of fantasy modular map books. Following *Towns & Taverns* and the ENnie winning *Dungeon*, *The Wilderness* is a pair of modular map books that make storytelling easy. Scheduled to ship in January 2022.
 LBM 023\$44.99

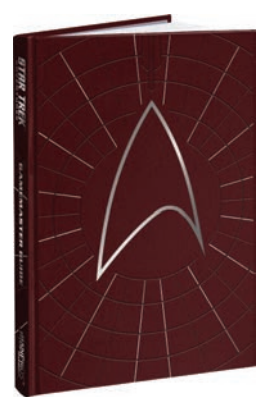


BATTLE MATS: UNTOLD ENCOUNTERS OF THE RANDOM KIND
 This 340+ page book not only offers 1000+ random encounters but also provides a 5E conversion guide. AND offers random roll tables throughout. Scheduled to ship in February 2022.
 LBM 025\$40.00

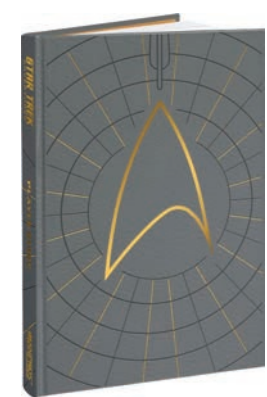
MODIPHIUS

STAR TREK ADVENTURES RPG

Scheduled to ship in February 2022.



GAMEMASTER'S GUIDE
The Gamemasters Guide for the Star Trek Adventures roleplaying game presents a wealth of information for new or novice Star Trek gamemasters, as well as for experienced gamemasters looking for additional guidance and new options to enhance their missions and campaigns. This full color, 248 page digest is packed full of gamemaster advice, tables, and artwork, all designed to enhance your gameplay and delight your players. This guide requires a *Star Trek Adventures* core rulebook to use. A primer on the essential elements of Star Trek, setting details, technology, and how *Star Trek Adventures* enables you to fold those elements into your game experiences.
 MUH 052341\$39.99



PLAYER'S GUIDE
The Players Guide for the Star Trek Adventures roleplaying game presents a wealth of information and advice for gamers new to *Star Trek* and to *Star Trek Adventures*, as well as for experienced players looking for additional guidance and new options to enhance their characters and games. This full color, 264 page digest is packed full of player-focused options, advice, tables, and artwork, all designed to enhance your *Star Trek Adventures* game. This guide requires a *Star Trek Adventures* core rulebook to use. A wealth of new character options, including new non-Starfleet character roles, more than 40 new talents, additional details on existing character roles and insights into using the game mechanics gleaned from 4 years of feedback and development.
 MUH 052340\$39.99

SPOTLIGHT ON



TRICORDER COLLECTOR'S BOX SET

Star Trek Adventures transports you into the role of a Starfleet officer, going boldly, and exploring the final frontier, where you can create brand new characters and crew your own Starfleet vessel or play as your favourite officers from the original series! *The Tricorder Collectors Boxed Set* opens like the tricorder from the original series, and includes everything you need to play *Star Trek Adventures*! Featuring updated original era layout and art throughout, this digest-sized boxed set is as charming as James T. Kirk and as practical as Spock! *Star Trek Adventures* digest edition core rulebook, styled after the original series. MUH 051075 \$89.99

MONGOOSE PUBLISHING

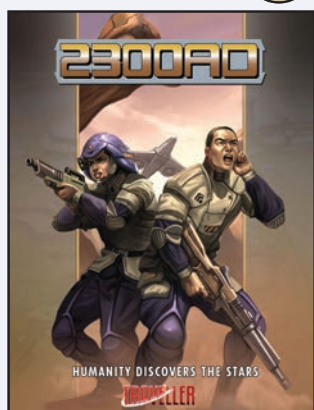


TRAVELLER 2300AD AEROSPACE ENGINEERS HANDBOOK

The *Aerospace Engineers Handbook* provides everything you need to design not just the ships of human space, but also the vessels of the alien Kaefers, Pentapods, and Sung. It also covers the design of drones, space stations, and alternative means of achieving orbit. Alongside this, there is further information on those living in space, the outsiders who abandoned planets for the stars, along with the major space powers and their fleets. The *Aerospace Engineers Handbook* also contains a selection of drones and ships, for Travellers to command, fight, or run away from, with advanced rules for spacecraft combat. Scheduled to ship in March 2022.

MGP 20021 \$49.99

SPOTLIGHT ON

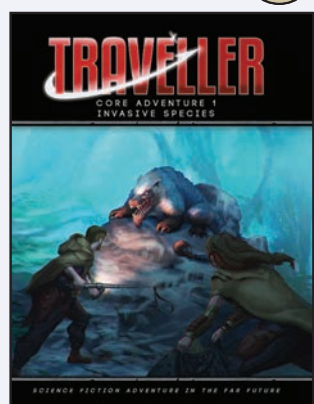


TRAVELLER: 2300AD BOX SET

The *2300AD* box set contains: Book 1 Characters & Equipment: Everything you need to create explorers, company agents, military personnel, merchants and other inhabitants of 2300AD. This book also contains a comprehensive equipment guide, personal augmentations, and a selection of robots and drones commonly used in space and on colony worlds. Book 2 The Worlds of 2300AD: An exploration of the universe of 2300AD, from the Core worlds to the furthest colonies. Book 3 Vehicles & Spacecraft: A full guide to operating and fighting in spacecraft and vehicles, from humble dirt bikes to powerful spacegoing frigates. Starchart of Known Space: A massive poster map depicting every star system known to humanity and the routes starships take to each. Scheduled to ship in February 2022.

MGP 20020 \$99.99

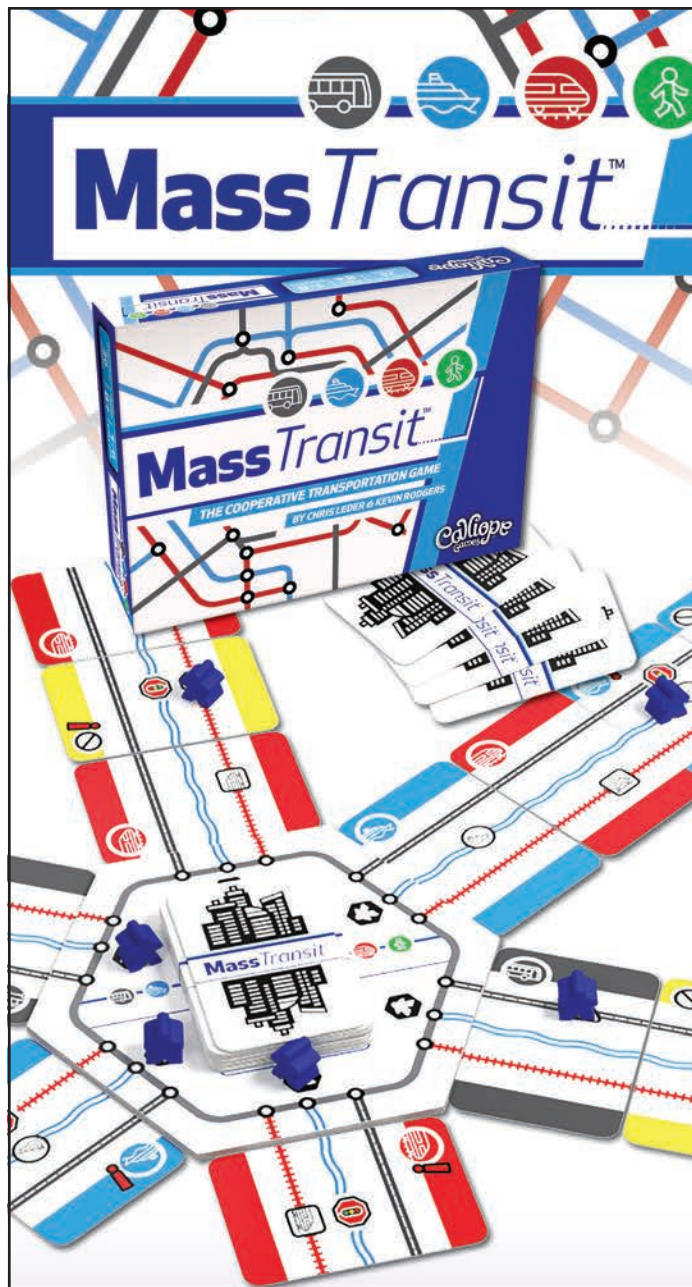
SPOTLIGHT ON



TRAVELLER: CORE ADVENTURE 1: INVASIVE SPECIES

Invasive Species includes: A complete adventure set in the Core. The Superb Starling, a customised Type-K safari ship. New and exciting animal encounters, including the sly and ferocious shakuzzarpi of Akussanja. Maps of two wild alien worlds. Scheduled to ship in March 2022.

MGP 40061 \$19.99



Work Together With Others - Or Play Solo!

Cleverly construct routes and move vehicles - while avoiding traffic and red tape - to send six commuters home before time runs out!



www.CalliopeGames.com

Game play
20
minutes

Ages
8+

1-6
players

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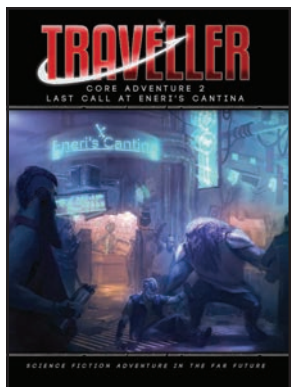
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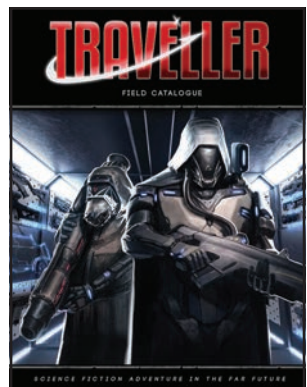
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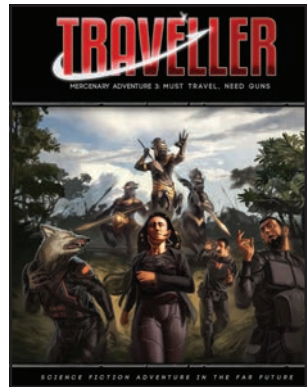
TRAVELLER: CORE ADVENTURE 2: LAST CALL AT ENERIS CANTINA

Last Call at Eneris Cantina includes: Deck plans, rules and illustrations of Affinity Highport. A new spacecraft, the Rammikahldru, and a new vehicle, the Seaskimmer. World map and animal encounters for the wild waterworld of Affinity. Scheduled to ship in March 2022. MGP 40062\$19.99



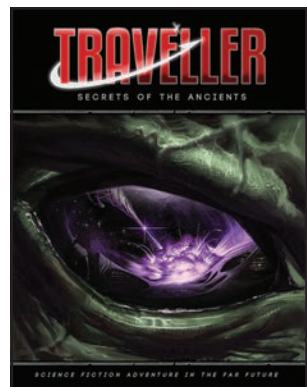
TRAVELLER: FIELD CATALOGUE

The Field Catalogue presents a selection of weaponry and equipment to suit all budgets and requirements, from handguns to grav tanks, from boots to starships. This book also has rules for situations the average Traveller never encounters: chemical warfare, standoff missile attacks, artillery bombardment and manoeuvring under fire on a low-gravity planetoid. Scheduled to ship in February 2022. MGP 40067\$49.99



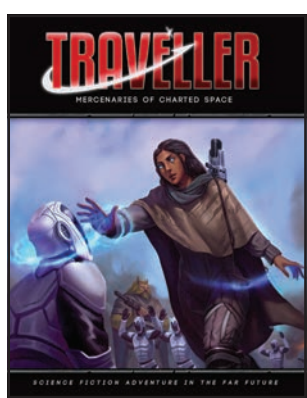
TRAVELLER: MERCENARY ADVENTURE 3 - MUST TRAVEL, NEED GUNS

The mercenaries need to demonstrate they would have made a good-faith attempt at the mission objectives had they not been hamstrung, but rules of engagement preclude offensive operations. The mercenaries are allowed to support patrols that come under attack, however, so with a little creativity they may have a pretext to pick a fight and hopefully win it. An unexpectedly hot engagement reveals the insurgents are receiving offworld support, including advanced weapons. Scheduled to ship in February 2022. MGP 40070\$19.99



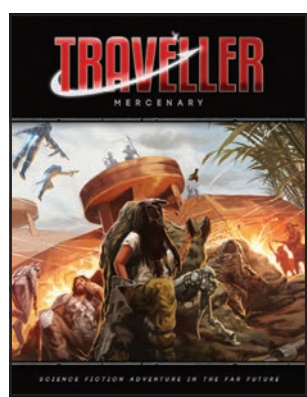
TRAVELLER: SECRETS OF THE ANCIENTS

Fully updated for the latest edition of Traveller! A complete campaign of truly epic proportions, *Secrets of the Ancients* delves into the dark past of the Charted Space universe, and the legacy of a race of incredibly advanced and powerful aliens. Over the course of this campaign, the Travellers will see sights no human has ever dreamed of, meddle with powers beyond understanding, clash with secret factions within the Imperium, and ultimately help shape the destiny of all Charted Space. *Secrets of the Ancients* will start your Travellers off within the familiar Spinward Marches, but quickly escalates to take them into times, places and dimensions they barely dreamed of. This is Traveller at its very best. Scheduled to ship in February 2022. MGP 40072\$49.99



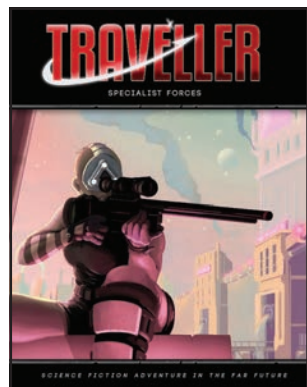
TRAVELLER: MERCENARIES OF CHARTED SPACE

Mercenaries of Charted Space explores the mercenary marketplace in Charted Space, from the Zhodani Consulate to the rimward fringes; from the Aslan Hierate to the Two Thousand worlds. The unique characteristics of each region are detailed, along with some of the dealers, agencies and notable mercenary forces found there and ongoing conflicts to plunge right into. Learn how to approach an Aslan noble with an offer of service, and what to expect in return; how to register with the Imperial authorities, and whether the Instellarms Million Credit Bond is worth the money. Scheduled to ship in February 2022. MGP 40066\$44.99



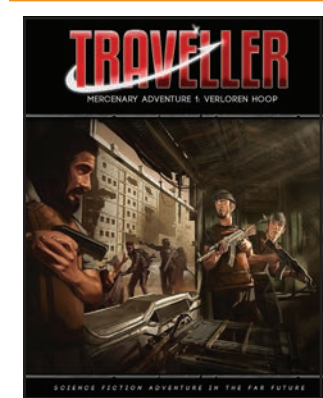
TRAVELLER: MERCENARY BOX SET

Mercenary. Money will not always get you good soldiers, but good soldiers can always get you money or land, or power, or whatever you are willing to pay them to fight for. Raise Your Force. Mercenary presents detailed rules for raising and equipping a mercenary force, training your troops and finding the best or maybe just the cheapest hardware on the market. Units are rated according to their capabilities in critical areas such as direct combat, aerospace defence or bombardment. Unit Traits provide additional capabilities that can tip the balance of a close-fought battle. Scheduled to ship in February 2022. MGP 40064\$79.99



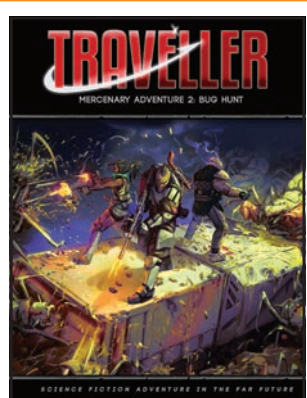
TRAVELLER: SPECIALIST FORCES

Specialist Forces presents information on these experts, along with rules governing their functions and equipment for their use. Mercenaries hope they will never be confronted with chemical or nuclear warfare, but if they are this volume has the necessary information. It also covers the operations of specialist formations ranging from armoured infantry to security formations and intelligence commandos. The unit world of Starmercs is also explored, with information on the operations and equipment undertaken by forces whose primary asset is a starship. Modules for converting a conventional ship to a mercenary transport are presented, along with specialist mercenary tickets. Scheduled to ship in February 2022. MGP 40065\$49.99



TRAVELLER: MERCENARY ADVENTURE 1 - VERLOREN HOOP

The war for Medrealm is entering its final stages. As the balance tips ever further towards the Galian Federation, offworld mercenaries and their Medrealmer allies are trapped in the Rammline Pocket. Rumours abound that the Galian are not honouring repatriation bonds. The nearest repatriation haven is hundreds of kilometres away, and evacuation by grav vehicle is not possible unless Galian aerospace interdiction can be evaded. The choice is between surrender and a desperate lunge up the Aix Valley to buy time for a desperate enterprise a Verloren Hoop, or Forlorn Hope. Scheduled to ship in February 2022. MGP 40068\$19.99



TRAVELLER: MERCENARY ADVENTURE 2 - BUG HUNT

The Pokoss are a destructive nuisance on Paradise of El, but no more than that until now. Their behaviour has changed, and security forces are calling for assistance. A mercenary unit is required to drive back an infestation of the creatures threatening Aldia City. The situation is much worse than expected, with thousands of Pokoss marching towards the city devouring everything in their path. The city's leadership has staked everything on a defensive line held by inexperienced and amateurish militia. Overwhelmed by the enormous numbers of Pokoss, the Travellers must coordinate a defence of the city against the external threat whilst dealing with inept superiors and unruly militia leaders. Scheduled to ship in February 2022. MGP 40069\$19.99



TRAVELLER: MERCENARY DICE SET

Scheduled to ship in February 2022. MGP 40071\$24.99



TRAVELLER: THE THIRD IMPERIUM

The Third Imperium is the greatest interstellar empire in the history of Charted Space. Its Emperors have reigned for a thousand years, building a utopian society based upon the pillars of duty, honour, free trade and a powerful navy that protects its worlds and enforces its laws. Despite all of its grand achievements, the Imperium has a dark side. It has committed genocide on its own worlds. Its leaders have assassinated and murdered each other in battle to obtain the throne. A civil war nearly tore it apart, ending the dream of its visionary first Emperor. Yet with all the Imperium has been through, it has somehow endured. The Third Imperium is at a crossroads, and choices made now will determine whether it survives or

crumbles. Scheduled to ship in March 2022.

MGP 40073 \$49.99

ODAM PUBLISHING

CARDWEAVER

CardWeaver is a one-versus-all deckbuilding card game based on the world of The Shared Dream. Up to 3 players team up against another player (or NPC) and whichever team survives wins. Each player purchases cards from a market (called The Dreamscape) that is set by the character they have chosen. This gives each character its own capabilities, playstyle and strategies, while emphasizing teamwork since no one character can fill everyone role in the team. Scheduled to ship in January 2022.

ODM CW01 \$40.00



CARDWEAVER: CHARACTER PACK 1

Add the Psyblade and Light Bringer Animus, and the Necromancer Nemesis! Scheduled to ship in January 2022.

ODM CW002 \$20.00



CARDWEAVER: CHARACTER PACK 2

Add The Speaker, The Superhero Animus, and the Seducer Nemesis! Scheduled to ship in January 2022.

ODM CW003 \$20.00

OSPREY GAMES



CRYPTID: URBAN LEGENDS

There's something hiding among us, a creature hitherto undiscovered prowling our very streets. If you track it down, well, that'd be the discovery of the century! Play as a determined scientist manipulating heat, movement and sonic sensors to scan the city, identify your quarry's true location and capture them. Or take the role of a cryptid, snaking your way through shadows and back alleys of the metropolis that surrounds you, eliminating all evidence of your existences as you go, desperately avoiding capture. Emerging victorious in this high stakes cat-and-mouse chase, played out across a sprawling urban landscape, will require all your ingenuity and foresight. Cryptid: Urban Legends is a tense asymmetric game of competitive deductive reasoning for two players from the creators of

Cryptid. Scheduled to ship in April 2022.

OSP GAM042 \$30.00

UNSTABLE GAMES



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GAMES

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**PRE-ORDER****SKULL CANYON**

- Approachable mechanics and fun theme appeal to many types of players!
- Similarities to evergreen titles such as Ticket to Ride and Tokaido!
- Diverse set of characters, from race to gender to equipment!



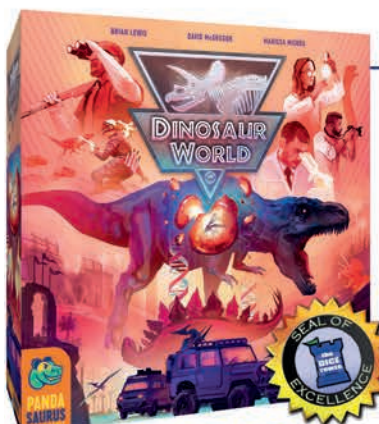
PAN202120 \$39.95

BACK IN STOCK**TREK 12**

- Ascend the mountain peaks with this clever roll-and-write!
- By designers Bruno Cathala (Kingdomino) and Corentin Lebrat (Draftosaurus).
- Enjoy 3 different game modes for campaign, beginner, and solo play!



PAN202116 \$29.95

**BACK IN STOCK****DINOSAUR WORLD**

- Sequel to the technicolor best-seller Dinosaur Island!
- Drive your Jeeps through your park to activate unique building and enclosure effects!
- Includes three different shapes of dinosaur meeples!



PAN202106 \$59.95

BACK IN STOCK**DINOSAUR ISLAND: RAWR 'N WRITE**

- Roll-and-write adaptation best-selling Dinosaur Island!
- Draft dice to get bonuses, then use them to take actions!
- Draw your park to life with tetrimino-shaped attractions and dinosaur enclosures!



PAN202107 \$29.95

**BEST SELLER****DINOSAUR ISLAND**

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—and mitigate customer casualties!
- Now includes THREE different types of dino meeples!



PAN201703 \$59.95

BACK IN STOCK**BREW**

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!



PAN202108 \$29.95





THAT TIME YOU KILLED ME

- Play simultaneously across 3 boards that represent the past, present, and future!
- Unlock new modules as you accomplish achievements during the game!
- Abstract strategy game designed for two players!



PAN202112 \$49.95



THE LOOP

- Quirky co-operative game full of humor!
- Take advantage of time loops to create massive combos.
- Cube placement randomized by dramatic plastic tower!



PAN202110 \$49.95



MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.



PAN201821 \$29.95



MACHI KORO 2

- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!



PAN202113 \$29.95



THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

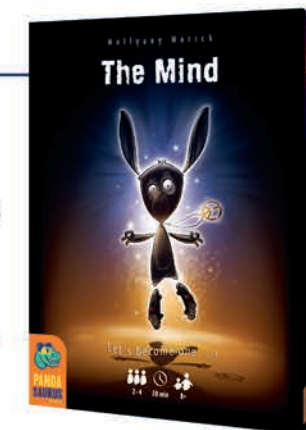


PAN201820 \$12.95



THE MIND

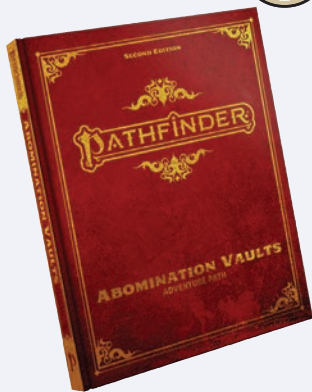
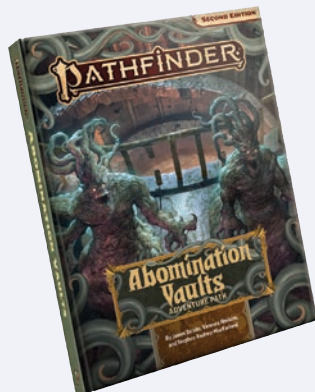
- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 \$12.95



SPOTLIGHT ON

**PATHFINDER RPG: ABOMINATION VAULTS (P2)**

When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! The *Deluxe Special Edition* is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in April 2022.

HARDCOVER PZO 2033.....\$54.99
SPECIAL EDITION PZO 2033-SE.....\$69.99

**PATHFINDER RPG: ADVENTURE PATH - OUTLAWS OF ALKENSTAR PART 1 - PUNKS IN A POWDERKEG (P2)**

Punks in a Powderkeg is a *Pathfinder* adventure for four 1st-level characters. This adventure begins the *Outlaws of Alkenstar Adventure Path*, a three-part monthly campaign in which a band of outlaws unravel an explosive criminal plot in the heart of the City of Smog, Alkenstar. This adventure also includes a gazetteer of the characters' home saloon; new feats, items, and rules options perfect for gunslingers, gearheads, and grenadiers; and new steampunk creatures and mutant monsters to befriend or bedevil your players. Scheduled to ship in April 2022.

PZO 90178.....\$24.99

PATHFINDER RPG: DECK OF ENDLESS NPCs (P2)

Creating an impromptu, original character every time the heroes enter a shop or chat with a local on the street can be a real challenge, but the *Deck of Endless NPCs* makes it as simple as drawing four cards from the deck. These cards combine to form a unique NPC, each with their own role, motivation, personality trait, and secret agenda! With over 100 million different combinations, you are sure to get an interesting new character to add to your story every time! Scheduled to ship in March 2022.

PZO 2229.....\$24.99

**PATHFINDER RPG: FLIP-MAT CLASSICS - PATHFINDER LODGE**

Adventurers need a place to gather between their far-off journeys and dangerous quests, and the *Pathfinder Lodge* provides the perfect guildhall for their rare moments of rest between adventures. Of course, an adventurer never gets to rest for long, and *Pathfinder Flip-Mat Classics: Pathfinder Lodge* allows you to hit your players where it hurts them most in the safety of their own hideout! Scheduled to ship in April 2022.

PZO 31039.....\$14.99

**PATHFINDER RPG: LOST OMENS - KNIGHTS OF LASTWALL HARDCOVER (P2)**

Fulfill your oath! When the armies of the Whispering Tyrant marched on Lastwall, the keeps and cities may have fallen, but its people and their spirit did not falter! *Lost Omens Knights of Lastwall* takes a detailed look at the knights that took up arms to continue the fight against the undead hordes and evils that roam the world. This book presents information on the Knights of Lastwall organization, from joining the ranks, to knightly training, to the missions to protect the innocent and defeat evil. The book also features new rules content including new equipment, magic items, spells, and support for Knights of Lastwall archetypes for players

who want to play a knight in their campaigns! Scheduled to ship in April 2022.
 PZO 9312.....\$34.99

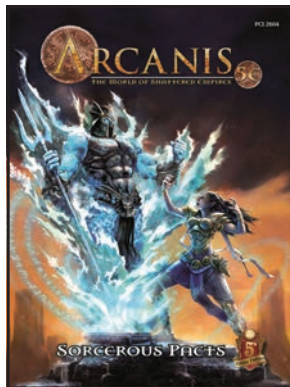
STARFINDER RPG: ADVENTURE PATH - HORIZONS OF THE VAST 6 - THE CULLING SHADOW

The *Culling Shadow* is a *Starfinder* Roleplaying Game adventure for four 11th-level characters. This adventure concludes the *Horizons of the Vast* Adventure Path, a six-part, bimonthly campaign in which the heroes are at the forefront of exploring and charting a world filled with mystery. This volume also includes advice on continuing to administer the charter through new challenges, a study of the Negative Energy Plane, and a selection of spooky alien threats. Scheduled to ship in April 2022.

PZO 7245.....\$22.99



PARADIGM CONCEPTS

**ARCANIS: SORCEROUS PACTS (5E)**

An indispensable resource for *elorii* Heroes and Gamemasters alike! Explore unique Elemental Realms, like the Realm of the Crushing Deep (a Plane of Water), the Realm of the Swift Zephyrs (a Plane of Air), the Realm of the Solid Sky (a Plane of Earth), the Realm of the Burnished Flame (a Plane of Fire), and the land of the Plant Lords upon *Arcanis* itself! Featuring a new Base Class The Elder Warlock, new Class Options, new Spells, new Feats and Combat Schools, new allies to summon, and new other-planar creatures to challenge your players. Scheduled to ship in March 2022.

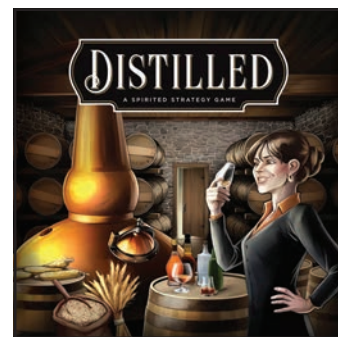
PCI 2604.....\$19.99

PAVERSON GAMES

DISTILLED: A SPIRITED STRATEGY GAME

Distilled: The Spirited Strategy Game is a highly-thematic, medium weight euro game about crafting alcoholic spirits in a distillery for 1-5 players. The gameplay takes inspiration from real-world distillery processes with resource management, recipe fulfillment, tableau building, and mitigate-your-luck mechanics. Scheduled to ship in December 2022.

PVG 01000.....\$70.00



PLAID HAT GAMES

**QUIRKY CIRCUITS: PENNY AND GIZMO'S SNOW DAY EXPANSION**

Scheduled to ship in March 2022.
 PHG 3301.....\$19.95

POKÉMON USA

SPOTLIGHT ON



POKÉMON TCG: STACKING TIN (2022) DISPLAY (6)

Choose a tin that matches your type: speedy Lightning type, growing Grass type, or rolling Water type! This handy *Pokémon TCG: Stacking Tin* stacks neatly with others and contains: 3 *Pokémon TCG* booster packs and 1 *Pokémon* coin. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 21081908.....PI

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BOMBER APE, STALKER, SHRIEKER PROTECTORS ALTERNATE ELITE UNITS (METAL)

PIP 51171.....PI



DERIVISH, VANGUARD, MOLLOCK BRUTE DESTROYERS ALTERNATE ELITE UNITS (METAL)

PIP 51172.....PI



WORLD CLOCK BUILDING (RESIN)

PIP 51169.....PI

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PIP 82032.....\$149.99



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PIP 87029.....\$149.99



IRON STAR REGULATORS ALLIANCE CADRE (METAL/RESIN)

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NEO MECHANIKA THE THOUSAND WORLDS SOURCEBOOK

PIP 86016.....\$49.99



TERMINUS CABAL AETERNUS CONTINUUM CADRE (METAL/RESIN)

PIP 84029.....\$149.99

QUICK SIMPLE FUN GAMES

MUSE RENAISSANCE

Muse: Renaissance – 84 all new Masterpiece cards. This version allows for individual play, and guessing on every card. Comes with tokens for scoring and guessing. QSF 177655.....\$24.99



Q-WORKSHOP

FOREST DICE SET TUNDRA

Scheduled to ship in January 2022.

QWS SFOR4G.....\$19.00

RATHER DASHING GAMES



COYOTE PETERSON'S WILD ADVENTURE

Hey, Coyote Pack! Join me as I explore six different biomes and learn all about the animals that inhabit them in this fun, fast, and strategic game. Offering a host of interesting animal facts alongside intuitive game play, its competitive, but light-hearted and will take you on your own Wild Adventure! Claim the highest score by secretly laying down animals from different biomes. The only problem is the values of the biomes are constantly changing! Strategically use Coyotes signature Hat and Backpack, infamous Bites & Stings, and the Animals themselves to alter the game to your own advantage...but watch out for the Snapping Turtle! Play as many rounds as you like, highest score wins! Scheduled to ship in March 2022. RDG CPWA.....\$24.99

WILD KRATTS ENDANGERED WILDS GAME!

Wild Kratts Endangered Wildlife Game is a fun and fast game where players build the best Habitats for endangered and critically endangered animals. Play as Martin, Chris, Koki & Aviva, laying down and manipulating tiles to build the best habitats for your animals. Featuring three levels of play for kids of all ages and adults. Protecting the wild has never been so fun! The highest score Wins! Rules also feature two simplified methods of play for younger children. Scheduled to ship in February 2022. RDG WK01.....\$24.99



RESONYM



PHANTOM INK

Renowned Mediums race to figure out a secret object that their teammate's Spirit is trying to communicate. Mediums take turns asking their Spirits questions about the secret object. But there's a catch, Spirits work in mysterious ways, and only write the first few letters of each answer on the Spirit Pad. Figure out the answers to the questions, and guess the secret object before the other team to win! Scheduled to ship in February 2022. RES GHW01.....\$27.95

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14+
30-70
2-4



STRATEGY

POWER RANGERS DECK-BUILDING GAME OMEGA FOREVER EXPANSION

- The Omega Rangers vs the Anointed!
- Over 80 new cards!
- Fusion Zords allow for high-powered combinations!

RGS02343

\$30

APRIL RELEASE!



14+
45-60
2-5



STRATEGY

POWER RANGERS HEROES OF THE GRID TIME FORCE RANGER PACK

- Introduces Time Force team to Heroes of the Grid!
- Includes the Quantum Ranger, with a new quantum die mechanic!
- Time Force Megazord adds a new Megazord Token!

RGS02320

\$45

APRIL RELEASE!



STRATEGY

POWER RANGERS HEROES OF THE GRID MERCILESS MINIONS PACK #1

- Introduces two new types of Foot Soldiers!
- Use Putty Patrollers as Lord Zedd's Chaos Putties!
- Includes 4 new location boards with different challenge levels!

RGS02321

\$55

14+
45-60
2-5

APRIL RELEASE!



13+



ROLE-PLAYING

POWER RANGERS ROLEPLAYING GAME DICE

- 6 Different Ranger Colored Sets!
- Each Includes a Power Coin d2 with Zord logo!

Black- RGS02337
Blue- RGS2336

Red- RGS02334
Green- RGS2340

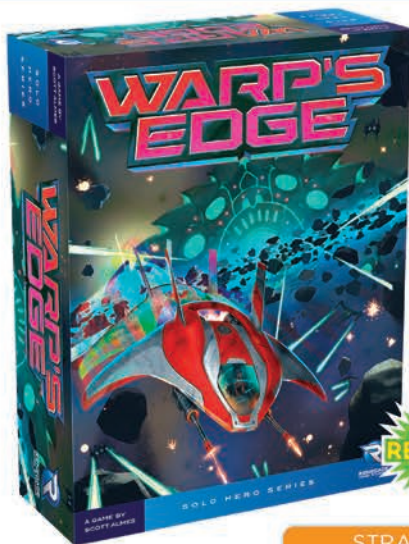
Yellow- RGS2335
Pink- RGS2338

\$15 per set

APRIL RELEASE!



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REPRINT

STRATEGY

WARP'S EDGE

- Pilot your starfighter into enemy territory!
- Solo bag-building game!
- Each warp you will increase your skills and fighting power!

RGS02072

\$35

AVAILABLE NOW!



REPRINT

STRATEGY

THE HUNGER

- Race across the board, hunt the most precious prey, and find the eternal rose!
- Hunt the right cards to fit your strategy and build your deck!
- Make sure you're back at the castle before sunrise or get burnt to ashes!
- Designed by Richard Garfield!

RGS02241

\$50

AVAILABLE NOW!



REPRINT

FAMILY

THE BLOOD OF AN ENGLISHMAN

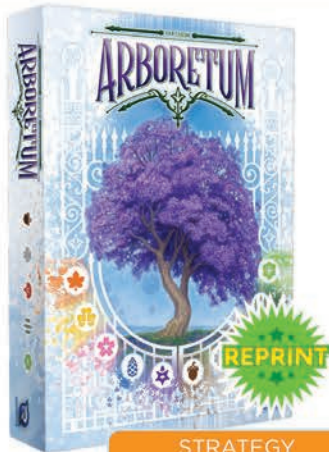
- From the designer of Arboretum, Dan Cassar!
- 2 Player, Asymmetrical Card Game!
- Navigate the bean stalks as either Jack or the Giant!

RGS00554

\$15.99



AVAILABLE NOW!



REPRINT

STRATEGY

ARBORETUM

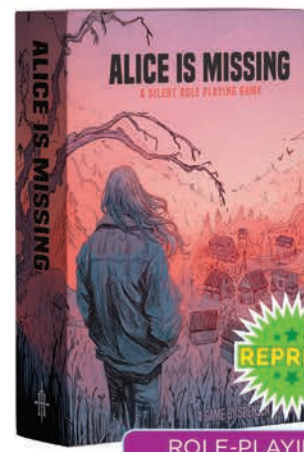
- Create the most beautiful and efficient path through the garden.
- Plant as many trees as possible.
- Make sure to save some to exert your control.

RGS00830

\$21.99



AVAILABLE NOW!



REPRINT

ROLE-PLAYING

ALICE IS MISSING

- A Silent Text-Messaging Role Playing Game
- Work together to find Alice
- Ideal for remote play

RGS02161

\$21.99

Designer: Spenser Starke
Cover Artist: Julianne Grepp

AVAILABLE NOW!



RAVENSBURGER

Disney Villainous

DISNEY VILLAINOUS: BIGGER AND BADDER

In *Villainous: Bigger and Badder*, each player takes control of one of three Disney characters, each one a villain in a different Disney movie, specifically Syndrome (*The Incredibles*), Lotso (*Toy Story 3*), and Madam Mim (*The Sword in the Stone*). Each player has their own villain deck, fate deck, player board, and 3D character. On a turn, the active player moves their character to a different location on their player board, takes one or more of the actions visible on that space (often by playing cards from their hand), then refills their hand to four cards. Cards are allies, items, effects, and conditions. You need to use your cards to fulfill your unique win condition. Scheduled to ship in March 2022.

RVN 60001935.....PI



DISNEY VILLAINS LABYRINTH

Search for your henchmen in a moving maze in the a-MAZE-ing Labyrinth! On your turn, slide a maze tile onto the board, shifting the walls and pathways. Reach the characters on your cards and block your opponents way forward. The first player to find all their henchmen and make it back to their start point wins! Scheduled to ship in March 2022.

RVN 27271.....\$34.99

SPOTLIGHT ON



DISNEY GARGOYLES: AWAKENING

In *Disney Gargoyles: Awakening*, which is named after the TV show, players each represent one of six Gargoyles characters: Goliath, Brooklyn, Lexington, Broadway, Hudson, or NYPD detective Elisa Maza fight against baddies Xanatos and Demona in one of four scenarios on a three-dimensional cityscape board showing Manhattan as it was depicted in the cartoon. Scheduled to ship in January 2022.

RVN 6001933.....PI

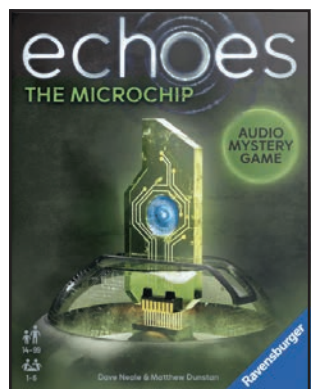
SPOTLIGHT ON



DUNGEONS, DICE, & DANGER

Gather your courage, pack your sword, and roll the dice as you journey through the realm in search of treasure and glory. In the roll-and-write game *Dungeons, Dice, & Danger*, you explore deep, dark dungeons filled with treasure and infested with monsters! Do you have what it takes to be a hero of legend? Scheduled to ship in March 2022.

RVN 27270.....\$24.99



ECHOES: THE MICROCHIP

See whether you can uncover the truth in *echoes: The Microchip*. *echoes* is a co-operative audio mystery game. Using the free app, players listen to mysterious noises and voices that are connected to the playing material. Together they look for hints in the sound bites to bring the story parts in order and solve the case. Scheduled to ship in February 2022.

RVN 20817.....\$9.99



LABYRINTH JR.

Shift the maze walls and move your ghosts through open corridors on the board in search of treasures. Whoever reaches a treasure first can claim it, but the corridors close up quickly as the maze walls shift, so it can take a few turns to reach a goal. It takes both strategy and luck to collect the most treasures and win the game. Scheduled to ship in March 2022.

RVN 20847.....\$25.99



MARVEL: EYE FOUND IT!

Find hidden heroes, villains, and objects in the Marvel Universe, exploring places like Asgard, New York, Wakanda, and more. A hidden object is revealed in each turn. Players search the illustrated cards in their hand for that object. The first player to find one discards that card, and the first player to completely empty their hand wins the game. This compact, easy-to-carry game includes full-color cards rich with vibrant, all-new artwork and fan-favorite villains, heroes, and places from the Marvel Universe. Kids and Marvel fans love looking through illustrations of Asgard, New York, Wakanda, and more. Throughout the game, players explore scenes from the Marvel Universe and get a chance to say, I found it! Scheduled to ship in March 2022.

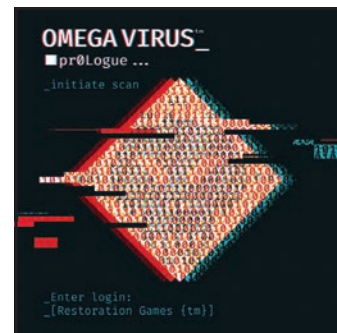
RVN 60001928.....PI

RESTORATION GAMES

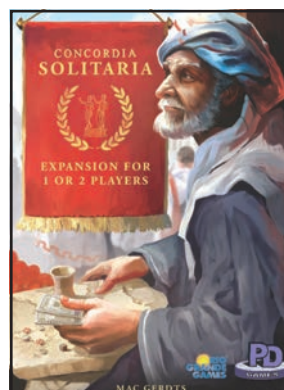
OMEGA VIRUS PROLOGUE

The extremely intelligent, self-replicating, highly anthropomorphic Omega Virus is just in the early stages of its devious plan to destroy all human scum. Omega Virus Prologue is a fast, fun, stand-alone card game set in the world of Omega Virus. Scheduled to ship in January 2022.

REO 9500.....\$9.95



RIO GRANDE GAMES



CONCORDIA: SOLITARIA EXPANSION

Concordia Solitaria is a solo and 2-player expansion for *Concordia*. In *Concordia Solitaria*, you compete alone or in a team of two against the tricky opponent Contrarius. As the cards you play also determine the reactions of your adversary, only skillful planning leads to victory. In a two-player game, you may compete against Contrarius as a cooperative team or challenge it individually. *Concordia Solitaria* may be played on any of the maps and with any other expansion for *Concordia*. Scheduled to ship in March 2022.

RGG 615.....PI



DICE REALMS

In *Dice Realms*, each player rules a small realm, represented by two or more customizable dice. The removable die faces allow for the strategic improvement of farming, mining, defense, upgrades, and more. Each round, the players simultaneously roll their dice to collect grain, victory points, and coins. Then, they must decide how to upgrade their die faces to improve their realms. But the players must be careful; each round, the Fate Die is rolled, and fate can be fickle. The survival of your realm is in your hands: Will it thrive or merely survive? Scheduled to ship in December 2021.

RGG 563.....\$119.95



PICTURES: ORANGE EXPANSION

Pictures Orange is the first major expansion for *Pictures*, the award-winning creative family game. Two new material sets and 55 cards with 110 new photos

provide more variety and lasting fun. Scheduled to ship in March 2022.

RGG 616.....PI



WATCH

You have just started working at a Soviet watch factory that you've discovered used to be a World War II era munitions factory. You've been sent there to produce gears, which you can sell for money, but you also need those gears to disguise the munitions crates you smuggle out. Dig through the files in the foreman's office to uncover evidence of government corruption during the aftermath of WWII. Use the monitoring infrastructure in the foreman's office to catch your coworkers misbehaving and extract bribes from them, but be careful because someone else might be watching YOU! While playing, you can feel the clock ticking as you try to hide your mischievous actions from the other players. To succeed, you must ensure that the gears fall into their specific clockwork spot exactly when and where you need it! Scheduled to ship in March 2022.

RGG 611PI

SIT DOWN!



MAGIC MAZE: MAXIMUM SECURITY

For some time now, the Magic Maze has been regularly robbed by unscrupulous adventurers, who incessantly steal from the same four shops. How strange! Due to this alarming observation, Management has installed new security systems to dissuade any further dishonest deeds. The *Maximum Security* expansion not only brings the mall guards of Magic Maze to life, but provides a number of other modules to allow you to customize your experience. There are two different types of modules: helpers and challenges, which decrease or increase the difficulty. You will be guided step by step through all of the modules, and each of them comes with a tutorial that will help you practise the new rules before adding it to your 'real' games of Magic Maze. Scheduled to ship in February 2022.

LUM SDO05\$27.99



SUSHI DICE

Sushi Dice is a quick-playing dice game in which players compete head-to-head to complete a sushi dish first, with the sides of the dice representing food used in the composition of sushi. Each turn, three cards are revealed in the center of the table, and two players compete with six dice each, rolling the dice simultaneously and continually to try to match one of the dishes first. You can set aside any dice you want to keep, but if one of the players notices that his opponent has rolled a Yuck symbol (before the opponent can reroll it), then he can yell out 'Yuck!' and force that player to reroll any dice she's set aside. Whoever completes a dish first keeps that card, and the first player to collect 4-6 cards (depending on the number of players) wins. Scheduled to ship in December 2021

LUM SD006\$24.99

SPARTANS UNLEASHED



HEROES OF THARGOS CARD GAME

What is the Core Set all about? The Core Set has a huge amount of re-playability and you will get to learn all the unique combinations you can create. There will be future Core Sets to boost card sets and expansions (10 expansions already designed). The cards included are designed to give players a grand tour of some of the lore of Thargos and a feel that there is much more to delve into. Scheduled to ship in February 2022.

CEP 020\$39.99

TALISMAN ADVENTURES

Fantasy Roleplaying Game Game Master's Kit

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STEAMFORGED GAMES



HORIZON ZERO DAWN: THE ROCKBREAKER EXPANSION
 A mountain of a challenge, Rockbreaker is one of the biggest machines you can hunt in *Horizon Zero Dawn: The Board Game*. This unpredictable enemy won't be easy to take down. Unlike other machines, Rockbreaker travels by tunneling underground, bursting from the earth where you least expect it before disappearing once more. Whether you're chasing it across a tile or avoiding an attack, get ready to run! Scheduled to ship in February 2022.
 SFL HZD011\$54.95

STEVE JACKSON GAMES



PHASES OF THE MOON D6
 Is it safe to go out in the dark tonight? The *Phases of the Moon d6* can help you make an informed decision. Roll a full moon? Watch for werewolves! Roll a new moon? Don't stub your toe in the dark! Scheduled to ship in March 2022.
 SJG 5900-01\$6.95



MUNCHKIN: MUNCHKIN DICE BAG - DUCK OF DOOM
 You should know better than to pick up a duck in a dungeon... even if it's on a dice bag! This 7-inch square *Munchkin Duck of Doom Dice Bag* can hold all the *Munchkin* dice you can stuff into it and thus ensure that all your friends Run Away attempts are appropriately doomed. Includes the two *Munchkin* cards (fittingly modified) that came with the original *Duck of Doom*. Keep your trusty duck by your side to get extra bonuses when you play these cards! Scheduled to ship in March 2022.
 SJG 5227\$12.95



MUNCHKIN: MUNCHKIN WARHAMMER 40K - RANK AND VILE
 Three more mighty armies for your arsenal! The troops and tanks of the innumerable Astra Militarum are ready and willing to fight for the Emperor! The dark and twisted Drukhari are poised to spring out of the warp to loot and plunder across the galaxy. Chaos marches to war with hordes of Daemons from each of the four mighty lords. Scheduled to ship in March 2022.
 SJG 4489\$19.95

SYNAPSES GAMES



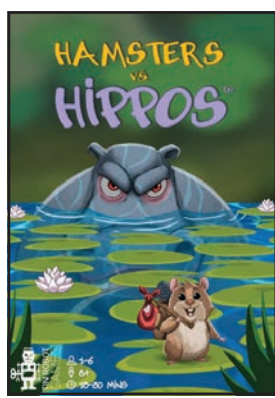
DRAW THE LINE
 Each team has a sketcher and a guesser. With a pencil, the sketcher must draw a mystery word by connecting icons on his easel. Then, by making sounds and gestures to his teammate, he must have the guesser sketch the drawing by making him connect the icons that he acts and noises. You must act quickly since the objective is to be the first team to find the mystery word reproduced in the drawing. Scheduled to ship in February 2022.
 LUM DTL01EN\$29.99

TEKTITE GAMES



TACTICAL TECH
Tactical Tech is a sci-fi military-themed, area control, resource management, tabletop game with the look and feel of a fast-paced sci-fi real-time strategy video game.
 TGT 1001\$50.00

TIN ROBOT GAMES



HAMSTERS VS. HIPPOS
 Unapologetically casual, *Hamsters vs. Hippos* is a light press-your-luck game of tile flipping, lotus flower gathering, hippo-avoiding fun! It plays 1-6 players and has a separate solo mode. Its a perfect gateway game. Quick enough to start or end game night with gamers and non-gamers alike. Scheduled to ship in September 2022.
 TRG HH001\$39.99

ULTRA PRO INTERNATIONAL



ALCOVE DICE TOWER
 Scheduled to ship in September 2022.
 UPI 15960PI



MAGIC THE GATHERING CCG: 12 SIDED KEYWORD COUNTERS
 Scheduled to ship in June 2022.
 UPI 18041PI

POKÉMON TCG: GALLERY SERIES ENCHANTED GLADE



2' ALBUM
 UPI 15879PI



4-POCKET PORTFOLIO
 UPI 15877PI



9-POCKET PRO BINDER
 UPI 15882PI



9-POCKET PORTFOLIO
 UPI 15878PI



65CT DECK PROTECTORS
 UPI 15880PI



FULL VIEW DECK BOX
 UPI 15881PI



PLAYMAT
 UPI 15876PI



**PRO-STORAGE:
3-DRAWER ORGANIZER**
Scheduled to ship in June 2022.
UPI 15690.....PI

WIZARDS OF THE COAST



FEATURED ITEM



MAGIC THE GATHERING

MAGIC THE GATHERING CCG: CHALLENGER DECK 2022 DISPLAY (8)

60-Card Deck. 15-Card Sideboard. Up to 5 double-sided tokens based on Deck. 1 Deck box. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC C99880000.....PI



FEATURED ITEM



MAGIC THE GATHERING CCG: UNFINITY COLLECTOR BOOSTER DISPLAY (12)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D07070000.....PI



FEATURED ITEM

MAGIC THE GATHERING CCG: UNFINITY DRAFT BOOSTER DISPLAY (36)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
WOC D03820000.....PI



Return to the world of Asperia and its inhabitants with the new expansion *Bonfire: Trees and Creatures!* Discover the ancient trees as they begin to bloom again, gain the abilities of 9 unique new creatures, and explore new opportunities with events. Mix and match the 3 different modules for a whole new experience in *Bonfire*.



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GAMES

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GTM

FEB
2022

49



WIZKIDS/NECA

**CRITICAL ROLE UNPAINTED
MINIATURES: W2**

Scheduled to ship in February 2022.

**ASHARI FIRETAMER &
INFERNO SERPENT**

WZK 90476\$8.99

**ASHARI WAVERIDER & OCTOPUS**

WZK 90477\$8.99

**CINDERSLAG ELEMENTAL**

WZK 90478\$14.99

**CLASP CUTTHROAT & ENFORCER**

WZK 90470\$4.99

**ETTIN**

WZK 90475\$14.99

**KUUL'TEVIR JAVELINEER
& ASSASSIN**

WZK 90473\$4.99

**KYMAL MILITIA BRAWLER &
JORENN MILITIA HOLY AXEMAN**

WZK 90467\$4.99

**RAVAGER STABBY-STABBER &
SLAUGHTER LORD**

WZK 90479\$8.99

**REMNANT CULTIST & CHOSEN**

WZK 90469\$4.99

**SKELETAL CENTAURS**

WZK 90472\$14.99

**TURST MILITIA SWORDSMAN &
LYRENGORN HOLY PRIEST**

WZK 90468\$4.99

**VERDANT GUARD
MARKSMAN & SATYR**

WZK 90474\$4.99

**WRAITHROOT TREE**

WZK 90480\$29.99

**WESTRUUN MILITIA SWORDSMAN
& KRAGHAMMER AXEMAN**

WZK 90471\$4.99

**DEATH SAVES: WAR OF DRAGONS
BOX SET 1**

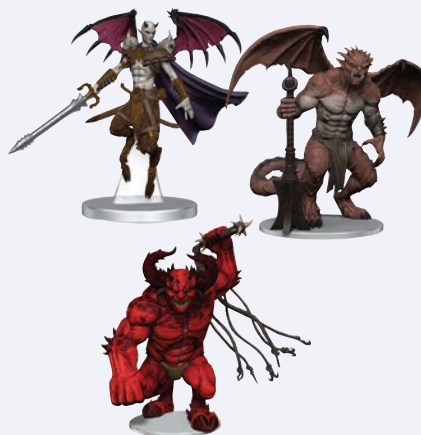
This set contains: Maeglin, Raven Familiar, Kimathi Stormhallow, Brago, Neruk the Unkillable, Phann Nalo, Lapp, Christopher Squakin Talk. Contents subject to change. Images not final. Scheduled to ship in March 2021

WZK 99025\$59.99

**DEATH SAVES: WAR OF DRAGONS
BOX SET 2**

This set contains: Marat Occisor, Kalatuvr MinMax, Oriax, Kasin, Flying Carpet, The Ghost of Jericho Blackwing, Hugo Ledbetter, Ullac Jotunn. Contents subject to change. Images not final. Scheduled to ship in March 2022.

WZK 99026\$59.99

**DUNGEONS & DRAGONS FANTASY MINIATURES:
ICONS OF THE REALMS****SPOTLIGHT ON****ARCHDEVILS - HUTIJIN,
MOLOCH, TITIVILUS**

Across the Hells, Hutijin's name fills lesser devils with fear and loathing, for this duke commands two companies of pit fiends, which make up Cania's aristocracy. With such soldiers under his command, Hutijin can easily crush any rival who gets in his way, while also providing Mephistopheles with security. Exiled from the Nine Hells, Moloch would do anything to reclaim his position. Although he is inferior in physical strength and power when compared to other archdevils, Titivilus compensates with

cunning. Scheduled to ship in April 2021

WZK 96141\$79.99

SPOTLIGHT ON



GRUNG WARBAND

The *D&D Icons of the Realms*: Grung Warband contains 6 of the iconic D&D foe for your adventurers to battle! Dungeon Masters can quickly build new encounters for their players with the awesome mix of Grung, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a Grung army is quick and simple! The most influential fantasy roleplaying game in the world has never been easier to bring to the tabletop, with the all-new Warbands! Scheduled to ship in March 2022.

WZK 96123\$39.99

DUNGEONS & DRAGONS: PHUNNY PLUSHES

BY KIDROBOT

Scheduled to ship in June 2022.

SPOTLIGHT ON



AGDON LONGSCARF

From the expanding lore of *Dungeons & Dragons* as seen in the *The Wild Beyond the Witchlight* adventure! This harengon thief is the leader of a band of brigands but will gladly take a break to rober, that is, REST ON your shelf.

WZK KR68313PI



SPOTLIGHT ON



BULETTE

From the lore of *Dungeons & Dragons*, the fearless Bulette tunnels relentlessly beneath the earth, following the vibrations of its unsuspecting prey. This huggable Phunny plush version is considerably tamer and will absolutely not eat you. Promise.

WZK KR68331PI

SPOTLIGHT ON



DEMOGORGON

Who's got two heads, a scaly hide and tentacles for arms? The cutest little Prince of Demons, Demogorgon, that's who! From the lore of *Dungeons & Dragons*, the embodiment of chaos, madness, and destruction is remade as a Phunny plush and now compels your obedient hugs.

WZK KR68308PI



FIRE & STONE



From the award-winning designer of *Carcassonne*, travel back to the Stone Age in his new game *Fire and Stone*. Lead your tribe around the world as you discover new lands, settle, and expand your skills with new actions. With a random setup, each game develops differently. Will you be able to take your tribe to victory?



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Pegasus Spiele

SPOTLIGHT ON



GRIFFON

Part lion, part eagle, all adorable! From the lore of Dungeons & Dragons, the Griffon is a master of aerial combat and HIGHLY territorial, so maybe don't put this Phunny plush on the same shelf as another Griffon. And consider moving any plush horses to another room (or country).

WZK KR68305PI

SPOTLIGHT ON



KETTLETEAM

From the expanding lore of Dungeons & Dragons as seen in the *The Wild Beyond the Witchlight* adventure! This female kenku warlock is a mystery wrapped in an enigma with, shall we say, questionable motives.

WZK KR68314PI

SPOTLIGHT ON



RED DRAGON

Get ready to set off every fire alarm in the vicinity with the *Red Dragon Phunny* plush! From the lore of Dungeons & Dragons, you'll need to give this stuffed Red Dragon the warmest spot on your shelf.

WZK KR68307PI

DUNGEONS & DRAGONS PRISMATIC PAINT

Scheduled to ship in February 2022.



FLEXI-SANDERS DUAL GRIT

WZK 67166\$4.99



HOBBY KNIFE

WZK 67165\$9.99



PRISMATIC PAINT MOLD LINE REMOVER



PLASTIC MODELS PREP TOOL KIT

WZK 67163\$19.99



SPRUE CUTTER

WZK 67164\$10.99

MOLD LINE REMOVER

WZK 67167\$10.99

PATHFINDER: PHUNNY PLUSHES BY KIDROBOT

Scheduled to ship in June 2022.

GOBLIN

In your quest to survive as a brave adventurer in a world beset by magic and evil, you may run across a goblin. This voracious creature hardly looks menacing in a soft Phunny plush form, but you may still want to lock your refrigerator door.

WZK KR68323PI



KOBOLD

In your quest to survive as a brave adventurer in a world beset by magic and evil, you may run across a kobold. Now taking the form of soft and harmless *Phunny Plushies*, these reptilian creatures of the dark will still wait until your back is turned... to launch a surprise hug attack!

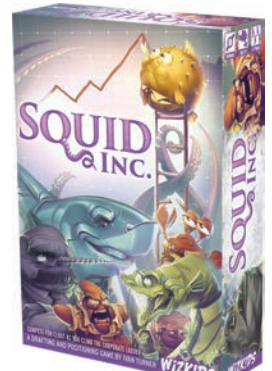
WZK KR68324PI



SQUID INC.

In *Squid Inc.*, designed by Ivan Turner, and featuring art by Matijos Gebreselassie, you play a lowly guppy looking to become the company's big fish by influencing employees at every level, and guiding them up the corporate ladder, no matter who ends up in your wake! Each round you select a potential employee, with a name, special ability, and a clout score. At the end of the game, you'll get points for the combined clout of your employees in the company! But be careful, as once an employee on your team gets there, there will be a world of sharks, octopuses, blowfish, crabs and more, all hungry for your downfall. Scheduled to ship in April 2022.

WZK 87556\$34.99



W.R.K.S. GAMES



JORDENHEIM CORE RULEBOOK

The Vikings of Jordenheim have coexisted with the creatures of the magical realm of The Shroud for a thousand years. Now, the new religion of Christianity threatens the supremacy of the Elder Gods. Within this standalone reference book is everything you need to start playing the heroes destined to become legends. For 25 players led by a Game Master, the *Jordenheim RPG* is based on a fast-paced rule set. The combat uses one roll for attack and damage, with intuitive defence rulesmaking combat flow while allowing for depth and complexity. The *Jordenheim Core Rule Book* gives veteran gamers a rich world to build, and offers newbies quick start guides on how to play in no-time. Scheduled to ship in February 2022.

WRK S1000\$49.99

WYX STUDIO

TEABBLES

Teables is a card game where you get to have a different kind of fun with the most-loved beverage boba! Assume the role of a boba store owner and make drinks by having all the ingredients each drink requires. There are 3 gameplay variants in one set: Original Play, Bluff, and Boba the Builder. Choose a variant to suit your cravings, just like your boba orders! This game is easy to learn, strategic, and super fun. Scheduled to ship in February 2022.

WYX TBPI





GREED, PRIDE, WRATH... just three of the 7 Deadlies you will encounter in this devious little card game.

Rid yourself of them all, as soon as you can, but beware. Each of The Deadlies has its own unique, wicked power and will do their damndest to fill your hand with more!



PLAYERS: 3-5
AGES: 10 AND UP
TIME: 30 MIN

*"It's creative,
it's memorable, and
it's fiendishly clever
in every single play."*

- Pixel Die



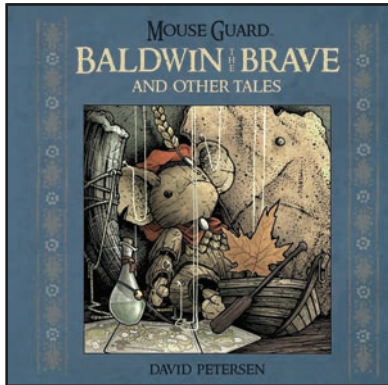
NOW BACK IN STOCK!

SND 0070 \$14.99

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GRAPHIC NOVELS

BOOM ENTERTAINMENT



MOUSE GUARD BALDWIN THE BRAVE OTHER TALES HC

Every hero was once a child, listening to stories of the heroes who came before them. It is the same with the Mouse Guard. Six mouse fables are spun to a few familiar young furs, reminding us all to be brave, stay true to ourselves, and follow our hearts. Brand new stories include Service to Seyan, set in the land where Mouse warriors travel after death, and Oh Day Away, a tale of the insect faeries of the Mouse world! Scheduled to ship in April 2022.

DIA STK656104\$14.99

OFFERED AGAIN



O/A BRZRKR TP VOL 01

The man known only as B. is half-mortal and half-God, cursed and compelled to violence...even at the sacrifice of his sanity. But after centuries, B. may have finally found a refuge working for the U.S. government to fight the battles too violent and too dangerous for anyone else. In exchange, B. will be granted the one thing he desires: the truth about his endless blood-soaked existence and how to end it. Keanu Reeves makes his comic book writing debut alongside *New York Times* bestselling co-writer Matt Kindt (*Folklore*, *Grass Kings*) and acclaimed artist Ron Garney (*Juggernaut*) in a brutally violent new series about one immortal warrior fight through the ages.

DIA STL167623\$16.99



O/A EXPANSE TP

When Bobbie Draper, a former Martian marine, brings Chrisjen Avasarala, the former Secretary-General of the United Nations, intel on an intergalactic black market weapons ring, Avasarala sees an opportunity to reclaim her lost political power. But as the unlikely pair dig deeper into the secret cabal, they will find a threat that is much larger - and closer to home - than either had ever imagine. Corinna Bechko (*Green Lantern: Earth One*) and Alejandro Aragon (*Resonant*) present a powerful new story set between Season 4 and Season 5 of Amazon's hit series *The Expanse*.

DIA STL182039\$16.99



O/A MAGIC THE GATHERING HC VOL 01

Across the vast Multiverse, those gifted with a spark can tap into the raw power of Magic and travel across realms they are Planeswalkers, and they are being targeted. When coordinated assassination attempts on Guildmasters Ral Zarek, Vraska, and Kaya rock the city of Ravnica leaving Jace Belerens life hanging in the balance, a fuse is lit that threatens not just these three Guilds, but the entire plane of Ravnica. Don't miss a new beginning for the worldwide pop culture phenomenon by Jed MacKay (*Marvel's Black Cat*) and Ig Guara (*Marvel's Ghost-Spider*), perfect for new readers and long time fans.

DIA STL193846\$24.99

DARK HORSE COMICS

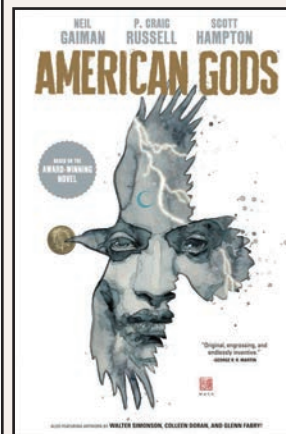
BLACK HAMMER VISIONS HC VOL 01

Creators such as Patton Oswalt, Geoff Johns, Mariko Tamaki, Scott Snyder, Chip Zdarsky, Kelly Thompson, Cullen Bunn, Johnnie Christmas, Cecil Castellucci, and many more of comics top talents take on some of the greatest heroes and villains of Spiral City! This collection launches the beginning of a special two volume hardcover series of exciting stories taking place in the world of Jeff Lemire and Dean Ormston's Eisner Award-winning *Black Hammer* superhero comics. This graphic novel collects *Black Hammer: Visions* #1-4 and also features a sketchbook section and pinups by Gilbert Hernandez, Evan Dorkin, Kelley Jones, Christina Chung, and more! Scheduled to ship in April 2022.

DIA STL192274\$24.99



SPOTLIGHT ON



NEIL GAIMAN AMERICAN GODS HC VOL 01 SHADOWS

The first in a three-volume adaptation of Neil Gaiman's modern classic! Shadow Moon gets out of jail only to discover his wife is dead. Defeated, broke, and uncertain where to go from here, he meets the mysterious Mr. Wednesday, who employs him to serve as his bodyguard—thrusting Shadow into a deadly world where ghosts of the past come back from the dead, and a god war is imminent. Collecting the first nine issues of the *American Gods* comic book series, along with art process features, high res scans of original art, layouts, character designs, and variant covers by Becky Cloonan, Skottie Young, Fabio Moon, Dave McKean, and More! Scheduled to ship in April 2022.

DIA STL067105\$29.99

DYNAMITE ENTERTAINMENT

SPOTLIGHT ON



VAMPIRELLA RED SONJA TP VOL 01 THESE DARK SYNCHRONICITIES

From Eisner winner Jordie Bellaire (*Buffy The Vampire Slayer*, *Redlands*) and Drew Moss (*Star Wars*) comes a saga spanning space and time, filled with horror, adventure, mystery and murder! Scheduled to ship in April 2022.

DIA STL150477\$19.99

IDW PUBLISHING



HIGHLANDER AMERICAN DREAM TP

Travel through time in this sword-clashing adventure spanning over a hundred years from the 1860's to the beginning of the first movie. In the thirty years since its release, *Highlander* has inspired a cult following and numerous spinoffs with its epic clashes between powerful immortals. Now, *The American Dream* follows Scottish swordsman Connor MacLeod as he navigates through the American Civil War and 1950's Manhattan toward *The Gathering* in 1986. Reunite with familiar faces, such as Connor's secretary Rachel, and meet new immortals, such as Osta Vazilek, but remember... There can be only one! Scheduled to ship in April 2022.

DIA STL052287\$17.99

AMERICA'S FIRST COLLECTIBLES AUCTION HOUSE
WORLD RECORD PRICE



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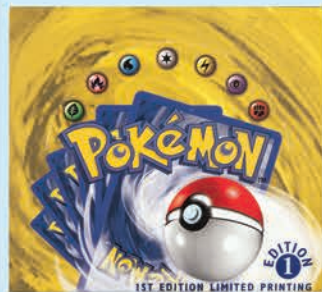
**1999 POKÉMON
SHADOWLESS HOLOGRAPHIC
UNCUT PROOF SHEET**



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CONTACT: KELLY McCLAIN CONSIGNMENT MANAGER (717) 434-1636 MKELLY@HAKES.COM



SPOTLIGHT ON

**STAR WARS HIGH REPUBLIC ADVENTURES TP 01**

Two hundred years before the events of the Skywalker Saga, the galaxy is experiencing unparalleled peace-until a new enemy threatens everything the Jedi have built. In the days of the High Republic, the Jedi are at the height of their power. But the emergence of the piratical, anarchic Nihil proves that even the most successful peace is fragile, and the Jedi's influence is neither as pervasive nor as benevolent as they would believe. Now Lula, Farzal, and Qort, inexperienced Jedi Padawans, must help the inhabitants of Trymant IV in the wake of a Nihil attack. *Star Wars: The High Republic Adventures* is part of a broader publishing initiative exploring a mysterious, bygone era of the Galactic Republic through comics and prose. Scheduled to ship in April 2022.

DIA STL198798\$12.99

OFFERED AGAIN

O/A STAR TREK TNG MIRROR UNIVERSE COLL TP

Go into the alternate 'Mirror, Mirror' universe to meet the cold-blooded crew of the I.S.S. Enterprise, and their captain, the ruthless Jean-Luc Picard, in this collection of three graphic novels! Space... The final frontier. These are the voyages of the I.S.S. Enterprise. Its continuing mission: to conquer strange new worlds, to enslave new life and new civilizations... To boldly go where no one has gone before! In the other-dimensional Mirror Universe there is no United Federation of Planets, only a cruel Terran Empire, where advancement comes through assassination, brutality is commonplace, and kindness is a weakness. Collects *Mirror Broken*, *Through the Mirror*, and *Terra Incognita* into one compendium!

DIA STL173349\$39.99



IMAGE COMICS



FEATURED ITEM

**BEST OF CURSE OF THE SPAWN TP**

Meet new Spawns and delve deeply into the cast and characters of the regular series Spawn mythos as well. *The Best Of Curse Of The Spawn* features 23 handpicked issues (1-8, 12-16 and 20-29) of this series written by popular author of the Spawn movie, Allen McElroy. And featuring the stunning artwork of industry favorites Dwayne Turner and Danny Miki. A great addition to any *Spawn* fans collection. Scheduled to ship in April 2022.

DIA STK309451\$16.99

KICK-ASS DAVE LIZEWSKI YEARS TP VOL 01

It's been a decade since teen comic book nerd Dave Lizewski donned his homemade Kick-Ass costume and took to the streets of NYC to fight the city's hardest criminals. Relive what happens when Dave Lizewski asks himself 'How come nobody's ever become a superhero before?' and makes his teenage superhero daydreams an ass-kicking reality. Superstar creators Mark Millar and John Romita, Jr. present this true 21st-century classic. Collects *Kick-Ass* #1-8. Scheduled to ship in April 2022.

DIA STL072986\$16.99



FEATURED ITEM

KICK-ASS NEW GIRL TP VOL 01

Kick-Ass Is Back - ready to wipe out the city's criminal lowlives, destroy its gangs, and save its communities from decay. But there's a new face beneath the old mask, a new figure wearing that famous green and yellow spandex. Who is this new vigilante superhero? Who can fill Dave Lizewski's shoes? Who Is The New Kick-Ass? Find out in the first collection of *Kick-Ass: The New Girl*. Mark Millar and John Romita Jr. reunite for the next chapter of the greatest superhero comic of all time. Collects *Kick-Ass: The New Girl* #1-6. Scheduled to ship in April 2022.

DIA STL082742\$16.99



FEATURED ITEM

**MEDIEVAL SPAWN WITCHBLADE TP VOL 01**

An ancient evil sweeps the world, destroying and corrupting everything in its path. When a knight SPAWNs from out of the shadows to save all, he is touted as their benevolent king of old, miraculously returned. But is he their savior, or their destroyer? With an evil queen, a knight in search of his past, and a young girl with an ancient weapon that could destroy them all, the world is in more danger than ever. **NOTE:** Features an augmented reality cover and interiors for both iOS and Android devices. Scheduled to ship in April 2022.

DIA STL084952\$12.99

SPAWN KILLS EVERYONE COMP COLL TP VOL 01

Spawn creator Todd McFarlane presents an irreverent, action-packed, tongue-in-cheek new adventure unlike anything you've seen before. Collecting the sold-out *Spawn Kills Everyone* one-shot and the hit sequel miniseries *Spawn Kills Everyone Too* for the very first time, this parody adventure pits Spawn against, well everyone! Collects *Spawn Kills Everyone!* (One-Shot), *Spawn Kills Everyone Too* #1-4. Scheduled to ship in April 2022.

DIA STL118037\$16.99



OFFERED AGAIN

O/A CHEW TP VOL 01

Tony Chu is a detective with a secret. A weird secret. Tony Chu is Cibopathic, which means he gets psychic impressions from whatever he eats. It also means he's a hell of a detective, as long as he doesn't mind nibbling on the corpse of a murder victim to figure out whodunit, and why. He's been brought on by the Special Crimes Division of the FDA, the most powerful law enforcement agency on the planet, to investigate their strangest, sickest, and most bizarre cases.

DIA STK404492\$9.99





O/A CHEW TP VOL 02 INTERNATIONAL FLAVOR

Tony Chu is a detective with a secret. A weird secret. Tony Chu is Cibopathic, which means he gets psychic impressions from whatever he eats. It also means he's a hell of a detective, as long as he doesn't mind nibbling on the corpse of a murder victim to figure out whodunit, and why. He's been brought on by the Special Crimes Division of the FDA, the most powerful law enforcement agency on the planet, to investigate their strangest, sickest, and most bizarre cases.

DIA STL412865.....\$12.99



O/A OLD GUARD TALES THROUGH TIME TP VOL 01

The bestselling, critically acclaimed *The Old Guard*, now a hit Netflix movie starring Charlize Theron, returns with NEW stories by writers Greg Rucka, Leandro Fernández, and an all-star lineup of guest creators, expanding the world of the immortal warriors in shocking ways! Meet the immortals' families, witness never-before-seen adventures, and discover the first appearance of a major new character!

DIA STL197479.....\$16.99



O/A SPAWN ORIGINS TP VOL 01

Featuring remastered cover art from creator Todd McFarlane, *Spawn: Origins, Vol. 1* reprints the stories and artwork that laid the groundwork for the most successful independent comic book ever published, including the introduction Spawn himself, and a number of other memorable and menacing characters.

DIA STL118339.....\$9.99



O/A WICKED & DIVINE TP VOL 01 THE FAUST ACT

Every ninety years, twelve gods incarnate as humans. They are loved. They are hated. In two years, they are dead. The team behind critical tongue-attractions like *Young Avengers* and *Phonogram* reunite to create a world where gods are the ultimate pop stars and pop stars are the ultimate gods. But remember: just because you're immortal, doesn't mean you're going to live forever.

DIA STL655814.....\$9.99



OFFERED AGAIN

O/A RICK AND MORTY VS DUNGEONS & DRAGONS HC

When Morty asks Rick for help learning how to play *D&D* because he has a crush on a girl, it ends up drawing the entire family into a *D&D* world, where they inadvertently help the 'bad guys' win, but make it right in the end. Then, in the hit series *Painscape*, magical *D&D* adventures come to Earth, and no one will survive the *Painscape*! The world's greatest role-playing game returns to plague the world's most dysfunctional animated family, and this time, we can't just rest on brand-name recognition and curiosity to fuel your interest, Morty, because no one gives a d-damn about sequels unless they're really good, so no pressure, you hacks!

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O/A POKÉMON ADVENTURES PLATINUM GN VOL 01

Pokémon Trainers Pearl and Diamond are starstruck! Their lifelong dream is to floor an audience with their Pokémon comedy act. So how do they wind up as bodyguards to a pampered little rich girl on a quest to reach the peak of Mt. Coronet...?! Come along and join the thrills and laughs as *Pokémon Adventures* continues! Plus, meet Starly, Bidoof, Luxio, Combee, Bronzor, Rotom and many more Sinnoh Pokémon friends!

DIA STL640627.....\$9.99



O/A POKÉMON ADVENTURES PLATINUM GN VOL 02

Pokémon Trainers Pearl and Diamond are starstruck! Their lifelong dream is to floor an audience with their Pokémon comedy act. So how do they wind up as bodyguards to a pampered little rich girl on a quest to reach the peak of Mt. Coronet...?! Come along and join the thrills and laughs as *Pokémon Adventures* continues! Plus, meet Starly, Bidoof, Luxio, Combee, Bronzor, Rotom and many more Sinnoh Pokémon friends!

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YEN PRESS

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O/A STAR WARS REBELS GN VOL 01

Set during an era when the Galactic Empire is hunting down the last of the Jedi, a fledgling rebellion against the Empire begins to take form. *Star Wars Rebels* takes place in the area surrounding the planet Lothal, where the Galactic Empire battles against Ezra, a teenage con artist with latent force abilities, Kanan, one of the last surviving members of the Jedi Order, and the rest of the ragtag Rebels on board the starship Ghost.

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ONI PRESS



ORCS IN SPACE TP VOL 01

Get ready to ha-lorp! Gor, Kravis, and Mongtar are just three Orcs trying to survive while on the run from everything and everyone on their homeworld. When the naive bureaucrats from StarBleep land on the planet Muckball, the orcs unwittingly steal the most advanced ship in the fleet and blast into the darkest reaches of the outer galactigon. After befriendng the ship's AI, D.O.N.A., the gang must evade everything from pacifier-sucking bounty hunters to raucous nightclubs to steampunk Space Rats. The cosmos will never be the same, thanks to the Orcs in Space! Scheduled to ship in April 2022.

DIA STL161586.....\$15.99



GRAPHIC NOVELS

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GTM

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57

BARDSUNG

DESIGNER INTERVIEW & INSIDE LOOK WITH SHERWIN WILLIAMS



BARDSUNG

SFL BS-001 \$199.95 | Available March 2022!

In a world where being sung of by bards is the mark of a true hero, you begin with a single tile, a destination, and the desire to become songworthy. What unfolds is a labyrinthine dungeon of your creation, filled with dangerous enemies, wandering monsters, challenging puzzles, and valuable treasure.

From your physical journey through the ancient forge to your metaphorical journey of building your character into a fabled hero, your choices define your experience. Explore the dungeon in standalone sessions, or as part of a narrative campaign that evolves based on your decisions.

This massive game is the first of its kind from Steamforged. Hear from our lead designer, Sherwin Matthews, as he talks about this epic game and the journey it took to *Bardsung: Legend of the Ancient Forge* to life!



Tell us about yourself. What was the inspiration for the design of *Bardsung: Legend of the Ancient Forge*?

My name is Sherwin Matthews, and I'm Lead Designer at Steamforged Games. I worked with Mat Hart, Richard August, and Fraser McFetridge to design and bring *Bardsung: Legend of the Ancient Forge* to life.

Bardsung is something we've wanted to create for a long time, an idea that bubbled away in the background over the years as we worked on other projects. Our inspirations would probably be too many to mention.

We wanted to not only celebrate the old games we enjoyed when we were first discovering tabletop games, such as the *Fighting Fantasy* choose-your-own-adventure books, and tabletop games like *Heroquest*, *Key to the Kingdom*, and *Dark World*, but also our love for roleplaying games and the universes they create. Then we added a sprinkle of tabletop miniature game mechanics to really polish off the experience with exciting and impactful gameplay.

Bardsung is exactly what you might expect from such a heady mix. A tabletop game with deep gameplay where players explore sprawling dungeons in search of fortune and glory, and an immersive story that offers meaningful decisions that will shape the course of the campaign and evolve the game.

***Bardsung: Legend of the Ancient Forge* is packed with hours of gameplay and miniatures. What are you most excited for players to experience?**

This is a really tough question — there's so much for people to enjoy! I think for me it's definitely the story. Not just the main narrative, but all the smaller side quests and interactions.





Bardsung: Legend of the Ancient Forge's scope is massive. There are four different endings and over thirty separate locations to explore in the core game alone. And because the game evolves based on player decisions, each playthrough will be completely unique, with players encountering different characters, enemies, events, and locations each time.

What do you recommend for players picking up their first big box game like *Bardsung: Legend of the Ancient Forge*?

I think my best advice would be to just buckle up and enjoy the ride. *Bardsung: Legend of the Ancient Forge* and other games like it are best enjoyed as a journey, where you can lose yourselves in immersive worlds and tell the stories of their characters.

That journey begins from the moment you open the box and read the cover sheet, then builds as you attempt your first encounters and the narrative text sinks its hooks into you — and doesn't let go until the final dice lands and the last word is read out loud.

There's a real magic and sense of reward with that type of experience that keeps players coming back to the genre, time and time again. I'll admit I'm actually envious that I don't get to experience *Bardsung* as a complete game for the first time myself!

During playtesting, do you have a favorite memory or moment that stood out for you?

There are a lot that come to mind! I think it might have to be some of the interactions we had when we were creating the heroes.

Each hero in *Bardsung* belongs to a set path, which is like a martial discipline or class in a traditional roleplaying game. This informs the type of gameplay they specialise in, and helps focus players who might not be too familiar with how to build a character.

But one of the most exciting parts of *Bardsung's* experience system is that characters are free to develop skills from any path they want, giving players complete freedom to customise their character how they see fit.

For a while during playtesting, we didn't share this with the external groups, while we were getting the core abilities locked — and then, when we were ready, we dropped the bomb and told our testers that they didn't have to stay on path when levelling up.

The excited emails and gameplay experiences we received immediately after that update were quite the sight to see!

What can you tell us about working with guest authors? How was it bringing their ideas and stories into the game?

Working with our guest designers was a privilege. They're all extremely talented people, and each one brought a wealth of different ideas and experience to the table. Adapting their concepts to *Bardsung's* game engine was very enjoyable, and never once felt like a challenge; partly because of the flexibility of the engine, but also because each guest designer was so versatile.

I think our audience is going to have a lot of fun exploring the universes that we've created together. Each adventure really feels like it captures the essence and presence the guest designer is known for, and will be a completely unique experience!

What can players expect for the future of *Bardsung*?

Bardsung: Legend of the Ancient Forge is only the first entry in the *Bardsung* series. It establishes the world and its inhabitants, and teaches the players a little about its cultures and history, but there's so much more to discover.

Players should definitely be looking forward to where the path leads next, meeting new heroes and villains, and finding out more about not only the setting's ancient world and history, but also how the world is emerging and changing around their characters...



ABOUT BARDSUNG: LEGEND OF THE ANCIENT FORGE

Inspired by dungeon-crawling, roleplaying, and choose-your-own-adventure classics, *Bardsung: Legend of the Ancient Forge*, is a 1-5 player cooperative dungeon explorer that combines the best of all three to create a powerful new experience.

Descend into the depths of an Ancient Forge in a branching campaign lush with narrative from the legendary Rhianna Pratchett, building unique dungeons by making decisions as you explore. Face terrible creatures in zone-based combat puzzles and level up along a classless path system to create your songworthy hero!

...

Sherwin Matthews is the lead designer at Steamforged Games, working on games like Bardsung: Legend of the Ancient Forge, the Resident Evil series, and Monster Hunter: World.

Dungeonology the expedition

ARES

New Adventures For The Scholars of Rocca Civetta University

DUNGEONOLGY: THE EXPEDITION - LEONARDO'S WORKSHOP

AGS DNXP10-LW \$54.90 | Available March 2022!

DUNGEONOLGY: THE EXPEDITION - UNRULY STUDENTS

AGS DNXP13-US..... \$14.90 | Available March 2022!

Meet the greatest inventor in the world, Leonardo da Vinci; face a new and hilarious triple boss; or become a rebel and take head of a new university society: in three new expansions for *Dungeonology: The Expedition* – *Leonardo's Workshop*, *Triple Threat*, and *Unruly Students* – the scholars of Rocca Civetta University, still aspiring to become full professors, will find new adventures and challenges.

Released two years ago, *Dungeonology* is an atypical dungeon crawler designed by Diego Fonseca and Danilo Guidi. Players take the role of Scholars of University of Rocca Civetta, in a town in the Italian hinterland, sent to study unlikely places, populated by mythic races. The first to collect enough information on the inhabitants of a dungeon to present a thesis will become the new Professor of *Dungeonology*.

The core game, for two to four players, presents four scholars — Valerio the Squire, Sofia the Scum, Vincenzo the Novice, and Rebecca the Apprentice, each of them with different abilities and characteristics as well as different strengths and weaknesses, and tries to win with different strategies. The expansion *Erasmus* introduced four new students, each coming from a different part of the world, allowing the game to be played by up to six players. Now, these three new expansions bring even more variety to the game.



Leonardo's Workshop is the first "big box" expansion for *Dungeonology: The Expedition*, introducing a completely new setting for the game. The most deserving students at the university are invited to an internship in Leonardo Da Vinci's workshop. A unique opportunity to join the greatest inventor in the world, known for his extraordinary skills in all the arts and sciences. But the gruff old genius won't make life easy for the Scholars. He likes to put practice before theory and has prepared a series of terrifying exams which will give participants lots of new knowledge, but also lots of broken bones!

This expansion adds the Zones of Leonardo's Dungeon to the game, which allows for the exploration of the Florentine genius' laboratory. In the new Workshop mode, Leonardo will unleash the same Dungeon against the unfortunate Scholars. Once inside Leonardo's mechanical workshop, the Scholars will face amazing contraptions and moving rooms as they try to collect the information necessary to obtain credits in the arts and sciences which Leonardo masters. Even if they do, Leonardo is unwilling to let his secrets out of the laboratory, and by revealing them, the Scholars will likely infuriate the genius and lead him to unleash his huge war robot, the fearsome Mechalisar.

DUNGEONOLGY: THE EXPEDITION - TRIPLE THREAT

AGS DNXP12-TT..... \$29.90 | Available March 2022!



Triple Threat is the first "Boss" expansion for *Dungeonology* and adds a new challenge to the core game, enhancing replayability and entertaining players with a new unusual opponent. A terrible wild trio of spriggans roams the dungeon and will put the scholars of Rocca Civetta in a tight spot, with new tactics.

Spriggy, with his giant boots, will make noise by calling attention to the Scholar he chooses to follow, but he can also guide him to the most inaccessible places of the Dungeon. Pinky, with his devastating punches, will chase away all the Students who approach a Scholar, but at the same time threatening the opposing Scholars. The Brain, with his huge and bulky mask, constantly distracts a Scholar, even if he will help them collect Information Cubes. And if the players manage to stand up to these three spriggans, they must face the invincible — and hilarious — Spriggazord, the ultimate Boss, created by the three little beings merging with each other, which will challenge all the Scholars, teleporting to their areas and harassing them relentlessly.



The third new expansion, *Unruly Students*, introduces four new student societies and turn the Scholars of the core game into fearsome Bosses. The Scholars – Vincenzo, Rebecca, Sofia and Valerio – got tired of the rules of the university and rebel, taking charge of the new brotherhoods to sabotage the expeditions. Valerio becomes the Boss of the wild revelers Gamma Congregation, Vincenzo of the scholars of the faith-based Delta, Sofia is the Sigma Boss, running a network of expert spies, while Rebecca leads the diligent scholars of Theta.

When one of these new Bosses is used in the game, the Students of their brotherhood can be used in addition to the standard Students of the core game: drawing one of them from the University Bag will activate the Boss' special powers. This expansion allows to play with two of these Bosses in the same game, doubling up the threat — and the fun!

...

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EPISODE #44: PAINTING LOTS OF METAL

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page – Thursdays evenings at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

PAINTING BATCHES OF GOLD AND SILVER AND BRASS!

We can typically find metallic areas on many miniatures we paint but, unless it's a bold paladin in full plate, the metallic areas are typically small or fairly contained. I usually save the metallic painting until the very end of a paint job, so that I can tidy up everything else and make sure I have a nice, solid layer of black under my metals.

When it comes to the Kharadron Overlords – the army of dwarves for *Warhammer: Age of Sigmar* that lean very heavily into a steampunk aesthetic – however, the metals are at the forefront. From armored suits and weapons to backpacks and personal dirigibles, there's a lot of opportunity for painting iron, silver, bronze, brass, and gold!

Now if you are painting a handful of models like this, then you can usually take your time and paint each section completely before moving on to the next. If you are painting a whole army of these Overlords though, you can always use a few speedy techniques to help you smash through them in record time.

- Batch painting is a great way to get things done quickly, and basically involves you painting similar areas/colors on a batch of models in a production line approach. I recommend 5-10 models at a time.
- Drybrush a basecoat that will work for multiple colors. In this case, I used a dark bronze color as described on the next page.

The miniatures used as examples at the top of the page (and opposite) are from the Kharadron Overlords range for *Warhammer: Age of Sigmar* and *Warhammer Underworlds*, games from Games Workshop.





1 Prime your miniature with a black spray (I used GW Chaos Black primer). Drybrush the model with Vallejo Game Color Tinny Tin.



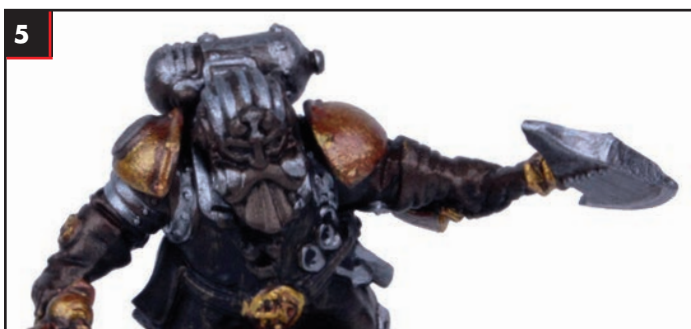
2 Layer on Vallejo Game Color Hammered Copper to all the areas that will be gold.



3 Highlight all of the gold areas with Vallejo Game Color Golrious Gold.



4 Layer on The Army Painter Gun Metal to all of the silver areas.



5 Highlight the silver areas with The Army Painter Shining Silver.



6 Paint the brass areas with a 1:1 mix of Vallejo Game Color Brassy Brass and The Army Painter Shining Silver.

WHAT SHOULD BE WHAT?

When it comes to painting the wonderful array of detail on the Kharadron Overlords, how do you know which item/layer should be which metal? Well, I'm going to suggest you take one of two different approaches:

1) Pick a single model and use that as the template for the rest of your army, eg. the model to the right has a silver tank to the top and a bronze perforated sheet. When you see those items on another model, simply use the same colors.

2) Use whatever colors you like, without regard to repetition or consistency.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



NOLZUR'S MARVELOUS PIGMENTS (TAP 75001 & TAP 75002)

From The Army Painter, reviewed by Eric Steiger

 N/A	 N/A
 N/A	 \$24.99 & \$79.99

This month's review is a little different. Unfortunately, with the pandemic ramping back up at the time of this writing, I haven't been able to get in plays of the board games I wanted to review before deadline. But one silver lining is that I can still paint my backlog of miniatures while we're all hunkered down, and since *GTM* was kind enough to send me sets of the *Adventurers Paint Set* and *Monsters Paint Set* from *Nolzur's Marvelous Pigments*, I can tell you about them.



So, *Nolzur's Pigments* are Army Painter-brand paints, themed and boxed as sets with a miniature, so that you can literally crack them open and start painting immediately (once you get a cup of water, palette/paper plate, and paper towel). They're clearly designed for people new to the hobby, but as entry-level sets go, they're a great way to avoid a lot of confusion about what to get. They also make convenient gifts for someone just starting out in mini painting.

Army Painter paints are high quality, with good "opacity" (how much the color covers up anything underneath it), and thin down easily with a bit of water, making them perfect for new painters who are almost certainly going to have to paint over errors. It's almost always better to apply multiple thin coats to your miniatures rather than a single thick one, as that can obscure detail and make it harder to correct mistakes. Fortunately, these paints come in dropper bottles, so you can easily portion out only what you need onto a palette, and thin or mix from there, without worrying about the rest of the bottle drying out. Again, this makes it easy for novices to avoid waste.

Each box also comes with a miniature that can be painted to a good standard with just the paints it comes with. While the D&D minis available separately usually say on the packaging that they come pre-primed, I'm not as sure about these, but the *Adventurer* set comes with a convenient bottle of grey primer to eliminate any worries. I prefer to spray prime my miniatures with a can or airbrush, but brush-priming is fine as long as you remember to use thin layers to preserve the detail.

The *Adventurers Paint Set* comes with 10 paints, a brush, and a delightful Minsc and Boo miniature. It's definitely meant to be a starter, as it comes with basic colors, a single silver metallic, and a primer. The brush that comes with it is...exactly what you'd expect from a starter paint set, and that's really ok. It's small enough to do some detail work, but not insanely so. Your expert painters will tell you that nothing holds a point or handles like a high-end natural

kolinsky sable brush, and they're right...but they'll also tell you that they destroyed a lot of cheap brushes before they learned how to properly preserve and maintain a good one. Rinsing after use and not getting paint farther than halfway up the bristles will do a lot to preserve the lifespan on this brush, and once you're confident in your skills, you can always upgrade later.



The *Monster Paint Set* is meant to expand out from the *Adventurer Set*, and is one of several that do so (including *Underdark* and *Undead* sets). It comes with 36 paints, and a pretty hefty owlbear exclusive sculpt. In addition to a great range of colors you can use to shade or highlight your base coats, the *Monster Set* comes with 3 bottles of "talent in a bottle" - washes. Washes are the poor mini painter's best friend, as they can bring out detail and provide shading by flowing into the recesses and darkening them.

There's no question that economics of scale come into play when you're buying paint sets, so if you know you want Army Painter's (or another manufacturer's) entire line, there are mega sets available with 50+ bottles, multiple brushes, and other goodies, but those are also quite a commitment for somebody just starting out in the miniatures hobby.



If you are interested in trying their hand at some miniatures painting, the *Adventurer Set* is a solid and economical way to dip your toe, and the *Monster Set* (or one of the other *Nolzur's* boxes) is a natural next step once

you've decided you like it. From there, the sky is the limit: drybrushes, airbrushes, contrast-style paints, and wet palettes are just some of the tools available to expert painters.

For great tutorials and guides on your painting, be sure to read Dave Taylor's "Painting Happy Lil Minis" column every month here in *GTM*.

...

Eric is your friend, and friends wouldn't let you use bad paints.



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CINDR (SND 1006)

From Smirk & Dagger, reviewed by John and Isaac Kaufeld

 14 & Up	 1 - 5 Players
 25 - 30 Minutes	 \$30.00

"Looking for a dragon to light up your life? Accept the quest on Cindr, the only dating app dedicated to matching you with the dragon of your dreams. Start your quest for love tonight!"

They say there's an app for everything, but we never expected one for the fantasy world. In the *Cindr* dice game from Smirk and Dagger (under their Smirk and Laughter imprint), you're a classic fantasy character looking for draconic love in the newest place around: the *Cindr* dating app.

Let's check out the top five things you need to know about searching for love in the dragon dating scene.

CHARACTERS, DRAGONS, LIKES, AND LOVES

Each player starts with one of 15 user profiles showing male, female, or gender neutral images. Using one of the included wipe-off markers, give your character a name, then flesh them out a bit with their pronoun, likes, and dislikes.

Your choices in the Compatibility Matcher set how your character feels about treasure, climate, lifestyle, and making social connections. This drives the game by controlling how they'll "match" with dragons during dates.

DICE GAME WITH A TWIST

At its heart, *Cindr* is a push-your-luck dice game that sets itself apart with a mix of custom dice and situational rules. The basic play is simple: roll your dice to earn hearts but stop before you roll too many flames and get burned.

The situational rules add randomness and a bit of card combo strategy to the game, but they also raise the complexity level. You find situational rules on the dragon cards and the date location cards.

LET'S START DATING!

The dragon draw deck represents the *Cindr* "app." The current player reads the name and profile blurb of the dragon on top of the deck out loud, looking for clues about likes and dislikes.

If the dragon doesn't feel right for your character, "swipe left" to throw them into the dating pool. Otherwise, "swipe right" to choose them for a date. You can also date a dragon in someone's circle, but it costs love points (victory points) to tread in another player's trove, if you get my meaning.

Flip over the dragon card and choose your dice by comparing the dragon's compatibility with your character. Identical choices give you a green die (four hearts, two flames), while less compatible options yield either a blue die (three hearts and flames) or a red die (four flames and two hearts).

CHOOSING THE LOCATION

With your dragon selected, draw the top card of the location deck and find out what the "Whelp" app says about where you're going.

The front of a location card shows the name, star rating, and a brief humorous blurb about the place. The back lists the special rules for that location. These rules usually change something with your dice or give you a bonus for making a certain roll. They also give a fun description of what you'll do during the three stages of your date.

ROLLING FOR LOVE AND SECOND CHANCES

It's finally time to grab the dice and find out how the date goes. You can roll up to three times during your turn. Every heart is a love point that gets you closer to the 21 points you need to win. Every fire puts that die out for the rest of your turn.

After each roll, you can either stop and score your love points or press your luck and roll the heart dice again. Second Chance cards let you try to salvage a date by re-rolling dice or removing flames, but after three flames, the date is a bust, the dragon goes back into the dating pool, and your turn ends.

If you succeed in two or three rolls, you had a successful date and the dragon goes into your dating circle where they're available for future dates. Dragons in your circle can also grant you special abilities.

PLAYING TOGETHER OR ALONE

In addition to the competitive mode of play, *Cindr* also includes rules for cooperative and solitaire games.

In the "Abundant Love" cooperative version, players try to collectively spark as much love as possible. For solitaire play, the game mimics the old "love meter" arcade game, challenging you to score the most points. Both versions of the game play over exactly five rounds.

VERDICT

Cindr surprised us. We expected a fluffy, luck-driven dice game, but we got something a lot deeper.

When you start, *Cindr* feels like a light filler game. Somewhere around mid-game, though, it turns into a gamer's dice game with multiple special abilities coming into play each round.

The locations cards include some hilarious nods to dating as well as roleplaying history. Our favorites included the Pompous Poet Playhouse ("more fun than the name suggests") and The Borderlands Keep ("raided and looted for years").

Cindr puts a distinctive twist on a classic dice game concept. Recommended for dice lovers everywhere!

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



TERRAIN ESSENTIALS

A BOOK ABOUT MAKING
WARGAMING TERRAIN

BY MEL BOSE

THE TERRAIN TUTOR

Mel Bose – **The Terrain Tutor** – has been building terrain for almost as long as he can remember. When he was five, Mel built playsets for his little green army men in the corner of a craft store. He was often assisted by model railroaders who were regulars at the store and, by the time he turned 15, Mel was primed for a life of building terrain.

Mel has traveled the world, as a medic in the army, a physiotherapist, and even a salesman. He has worked with people from all walks of life, and looked at things from many different perspectives. It is this approach that he brings to his successful YouTube channel, The Terrain Tutor. Since 2014, Mel has made a living from sharing his passion – teaching people everything he knows about building terrain for tabletop wargaming, for hobbyists, clubs, displays, and for dioramas – and it's that passion and knowledge that he is bringing to this 192-page hardcover book!

TERRAIN ESSENTIALS INCLUDES:

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MINIATURES



THE DEADLIES (SND 0070)

From Smirk & Dagger, reviewed by Brian Herman

 10 & Up	 3 - 5 Players
 30 Minutes	 \$14.99

As we move into the new year, my thoughts are consistently on ways to keep a fresh start and to make positive changes for both myself and the others in my life. When you get right down to it, holding onto your resolutions that were made at the end of the previous year is simply just avoiding temptation, or sin. According to the Greek myth, all sin can be traced back to 7 different personifications of such behavior, listed as: pride, greed, lust, envy, gluttony, wrath, and sloth. There have been many items and stories that have personified these ideals for entertainment, but none quite so compelling as Smirk & Dagger's offering of *The Deadlies*, a small footprint card game that is deceptively clever and quite compelling to gather around the table and play.

Set-up for *The Deadlies* is super-easy: 1-6 players each receive a double-sided token representing a unique sin with values printed on it 6,4,2, and 0. The token starts with the 6 side up indicating how many cards will be in each person's hand. One card in the deck, "The Halo" is set aside face up and the rest of the deck is shuffled and starting cards dealt to each player. The first player draws an extra card, and the game can begin. The goal in *The Deadlies* is to empty your hand of cards 3 times to win the game. Each time you empty your hand, you rotate your token to the next lowest value and draw that many cards again. Cards have both a "suit" (depicted by a single one of the sins) and a "value" (depicted by a number 1-7).



On a player's turn, he or she can play any number of cards with the following caveats. A group of cards can all be played together matching a suit (Ex: all Greed), matching a number (Ex: all 5's), or in a sequence (Ex: 1,2,3,4). The top card or highest card played in a sequence triggers a power for that sin that will affect that player or other players at the table. For example, when a Wrath card is played, whoever plays it chooses another player and that player must draw 2 cards. If that player can then discard a Wrath of their own, the original player must draw 2 cards. Both players can go back



and forth like this until they run out of Wrath cards, and then play proceeds to the next player.

There are two special cards in the deck as well. "Corruption" with a value of 8 counts as a wild card, it is all sins at once and when it is played the owner can pick which effect occurs. Conversely "The Angel" isn't a suit at all, but when played the owner may pick up the face up "Halo" card from the table or someone else's hand and add it to their cards. "The Halo" when played allows the player to discard the rest of their hand and place it back face up in the center of the table. This coveted card once a player picks it up creates a mad dash at the table drawing everyone's ire.

The commitment to flavor across the board is exceptional. Each sin's mechanic has really been thought out and balanced with the other, creating a delicate dance across all players every single game. Wrath is straightforward and burns both players out. Sloth takes an extra round to really pay off, staying in play until it can manage to slouch to the discard pile. Greed tries to have it all in a mad dash for power that encompasses all or nothing. Envy focuses on what's the other player's hand. Gluttony takes on extra cards as the cost of getting extra turns. Additionally, the cards are of exceptional stock as well, sturdy and will hold up to several dozens of games even without sleeving.

Even though it's a small footprint card game, *The Deadlies* packs a serious amount of fun in the box. The theme, the clever competitive mechanics, and the fast-paced gameplay all combine to create a completely unique experience. Perhaps some sins are worth keeping around, especially if they are as fun as this.

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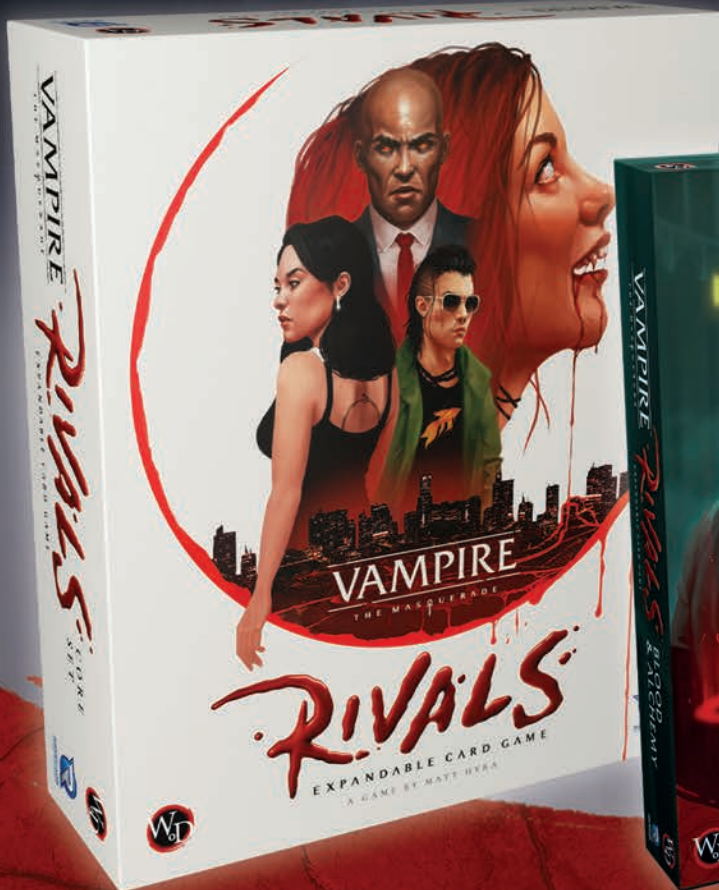
Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



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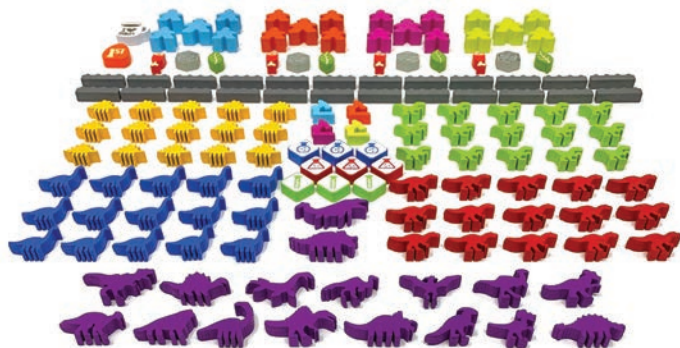
TINY EPIC DINOSAURS (GLG TEDINO)

From Gamelyn Games, reviewed by Thomas Riccardi

 14 & Up	 1 - 4 Playtrd
 45 Minutes	 \$30.00

For years mankind has made many scientific advances, and one of the most recent has been the resurrection of extinct species. Using carefully captured DNA, scientists have been able to bring these beasts back to life which has proved to be a very lucrative industry, where people are taking up dino ranching. Do you have what it takes to be a successful rancher, or will you be eaten in the process? This is the setting for the latest game from Gamelyn Games — welcome to *Tiny Epic Dinosaurs*!

All of the components needed to play are jam packed inside of a tiny, little box. There are a total of fifteen mats (4 ranch, 4 player, 4 action and 3 gameplay) along with 74 cards (30 research, 8 rival rancher, 28 public and 8 private contract cards). There are also over 100 meeples that come with the game ranging from the ranchers to all the dinosaurs that you can breed on your ranch. Tokens, a wrangler die, and the rulebook round out the contents of the box. The objective of the game is to score as many victory points as the game is played over the course of six rounds.



After setting up the boards according to the rules of the game it is now time to make some dinosaurs! This is done in several phases where all the players take their turns at the same time and the phases are:

- 1) **Collect resources:** On your board you will collect each of the three resources that are not inhabited by a dinosaur. The resources are plants, meat, and supplies. You cannot have more than thirteen of each type of resource.
- 2) **Assign ranchers:** You can assign ranchers on any open spaces on your board. Some of these spaces require you to pay for resources and that must be done immediately. Some other potential actions include capturing free range dinos, gaining resources, and also getting research or contracts.
- 3) **Retrieve Ranchers:** All players will then put the ranchers back onto their player mats in their holding area. This includes any of the ranchers that were out on medical leave
- 4) **Arrange Ranch:** In this phase you will have a chance to arrange your ranch to your liking. This includes putting down barriers that can make enclosures (which is any space surrounded by mountains, barriers, and water). Unique dinosaurs that are gained through research do not have to be placed in an enclosure These dinosaurs can be placed in any open area



and cannot be enclosed with any other dinosaur. (If you cannot place a dinosaur into your ranch, it then escapes!)

- 5) **Feed Dinosaurs:** Here, you pay resources to feed the dinosaurs you have on your ranch. Herbivores eat plants, Carnivores eat meat, and Omnivores can eat either resource. If you don't have enough resources to feed your dinosaurs, they escape; Herbivores will destroy barriers while Carnivores eat other dinosaurs.
- 6) **Breed Dinosaurs:** If the dinosaurs in an enclosure have been fed then they can breed. Every two dinosaurs of the same species will make one more of that same breed that can be put into that enclosure.
- 7) **Refresh for Next Round:** In this phase you will draw public contract cards to fill up the row of the number of players plus one. Discard all face up research cards and draw three new cards and then advance the round marker forward one space.

Players will earn victory points from the contracts they fulfill throughout the course of the game as well as any research cards earned and each regular dinosaur that is in their ranch at the end of the sixth round. The player that has the most victory points at the end of the last round is declared the winner. *Tiny Epic Dinosaurs* is designed to be played with 2-4 players; however, there are also rules that allow this game to be played solo. In this mode you will be competing against another rival rancher to earn resources, fulfill contracts and gain research and the person with the most victory points wins the game.

If you have ever wanted to run your own ranch and breed dinosaurs for fun and profit, then look no further than *Tiny Epic Dinosaurs*. With the ability to play this either with friends or solo this is one of those games that you should pick up and play. For more information about this and other games that Gamelyn Games produce head over to their website at <https://www.gamelyngames.com> and get ready to get into the lucrative business of dino ranching!

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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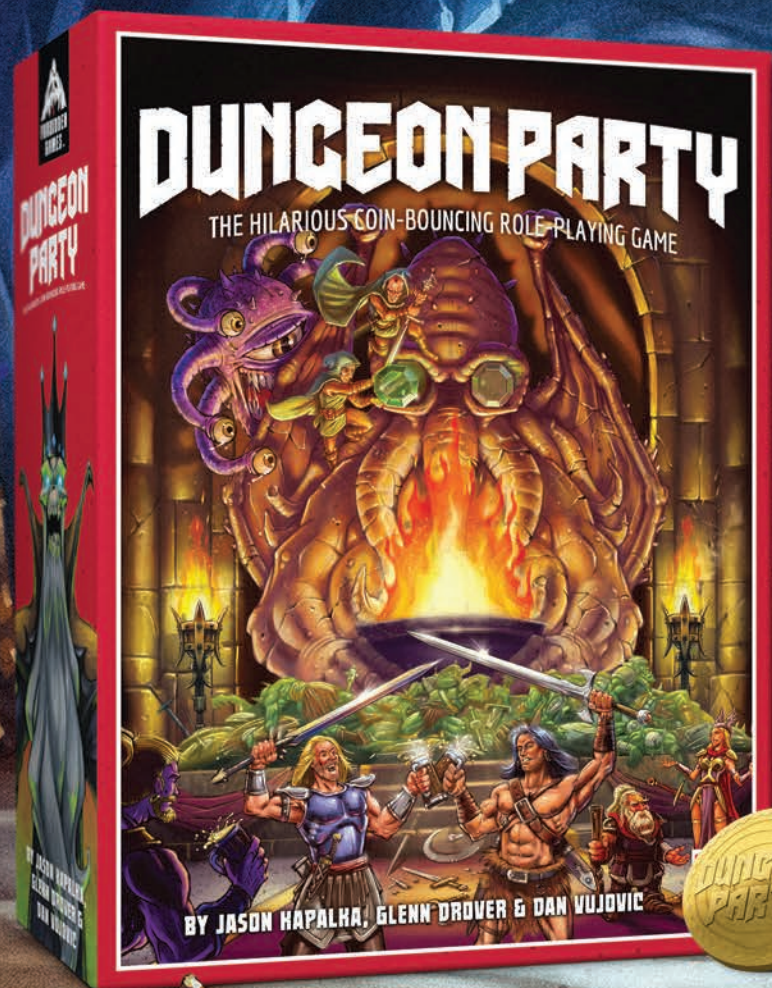
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